

5E

CITY AND WILD



HOME BREW

Discover new rules and options for playing in urban and wild regions for the world's greatest roleplaying game.



CREDITS

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Special thanks to the players I DM, allowing me to test these things with them during the campaigns, and also to the people from reddit for their amazing feedback, comments, and ideas that helped me to improve and balance this guide as much as possible.



USING THIS GUIDE

In this guide you will find new content with rules, guidelines and options to improve some aspects of your games. This is not a core rulebook or a game by itself, so you will require the three Core Rulebooks (*Player's Handbook*, *Monster Manual* and *Dungeon Master's Guide*).

Additionally, for a better experience, it's recommended to be used with the book "*Xanathar's Guide to Everything*", specifically with the downtime rules found in that book. For the harvesting section, you can create even more materials and parts using any other monster or creature you have access to. Finally, some of the content can be used with the book "*Tasha's Cauldron of Everything*", such as combining patrons with the guild section of this guide, or use special materials for crafting the new magic items you can find in that book.

It has been a long way since I started this guide, and I hope some or all of the content you can find here provides you with new ways to enjoy your sessions, giving you more ideas or guidelines for some aspects of the game that the official books doesn't give us more details or rules.

Disclaimer: Aeron Drake is not responsible for the consequences of trying to hunt down an ancient red dragon in the wild without proper equipment for finishing a local guild quest. Some side effects by creating a healing potion using exotic materials may include hallucinations, paranoia, sudden changes in behavior, or glowing eyes.



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PART 1

The City



CHAPTER I: NEW EQUIPMENT



HIS CHAPTER EXPANDS THE MUNDANE AND exotic merchandise found in the core rulebooks by adding additional equipment options available for your world. These new items can be bought and sold in stores, or be found in your travels across dungeons and other locations.

ARMOR AND SHIELDS

Here you can find a new armor and shield options to use in your adventures.

Dueling cloak. When wearing the cloak, you can use a bonus action to hold it with a free hand and use it for defense. While wielding the dueling cloak this way, the cloak uses that arm and hand, granting a +1 bonus to your AC against melee attacks. You can wear the cloak while wearing any other light armor, and you can benefit from only one dueling cloak at a time.

Buckler. This very small shield gripped in the fist with a central handle. Its size does not protect much against arrows or other projectiles, but is useful in deflecting the blow of a melee weapon.

While wearing a buckler, when a creature you can see hits you with a melee weapon attack, you can use a reaction to reduce the damage equal to half your proficiency bonus. You must have proficiency with shields to use this reaction.

Great shield. A massive shield nearly as tall as a human which gives the user more protection than a normal shield. Most great shields come in a rectangular shape (also known as tower shields), but other more sophisticated shapes are possible too. Due its weight and size, your speed is reduced by 5 feet and you cannot wear it while mounted.

You can use your action to place it in the ground and duck behind, granting you an extra +2 bonus to your AC against attacks and effects that originates in front of you. While doing this, you can move up to half your walking speed without losing the AC bonus. This bonus ends if you take any actions that would require you to leave the cover, if you move more than half your

walking speed in one round, or if you are moved any distance against your will.

It's up to the DM to decide which actions would require you to leave the cover behind a great shield. Some examples could be making a melee attack with non-piercing weapons, casting a spell with somatic components, making an Acrobatics or Athletics check, grabbing a creature, or pushing a large object.

Strapped shield. This shield is attached to your forearm, allowing to have your hand free for holding or activating an item with that hand. A strapped shield cannot be unwillingly removed from your forearm, and you can wield a weapon in the same arm of a strapped shield, or use both hands for attacking with a two-handed weapon. In either case, you have a -3 penalty on any attack rolls with the weapon.

Donning a strapped shield takes 5 minutes, and doffing it takes 1 minute.

WEAPONS

In this section you can find new weapons and their properties or special abilities you can buy or find during your adventures in the wild and lost dungeons.

WEAPON PROPERTIES

Some of the weapons listed here have new special properties, which are explained below.

Covert. You have advantage on Dexterity (Sleight on Hands) checks to conceal this weapon.

Extended reach. This weapon adds 10 feet to your reach when you attack with it. This property also determines your reach for opportunity attacks with a reach weapon.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).

Switch. Using a bonus action, you can change the weapon form. Read the weapon description to learn about the forms it have.

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Dueling cloak	10 gp	—	—	—	3 lb.
<i>Shield</i>					
Buckler	8 gp	—	—	—	3 lb.
Great Shield	18 gp	+3	Str13	Disadvantage	30 lb.
Strapped Shield	15 gp	+2	—	—	6 lb.

WEAPONS

Weapon Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Gauntlet	1 gp	1d4 bludgeoning	1 lb.	Light
Gauntlet, spiked	1 gp	1d4 piercing	1 lb.	Light
Scythe	2 gp	1d8 slashing	6 lb.	Special, two-handed
Tonfa	5 gp	1d4 bludgeoning	2 lb.	Finesse, light, special
<i>Simple Ranged Weapons</i>				
Bolas	1 gp	1d4 bludgeoning	2 lb.	Special, thrown (range 20/60)
Boomerang	1 gp	1d4 bludgeoning	1 lb.	Light, special, thrown (range 30/120)
Staff sling	5 sp	1d6 bludgeoning	2 lb.	Ammunition (range 40/100), two-handed
<i>Martial Melee Weapons</i>				
Catchpole	12 gp	1d4 piercing	2 lb.	Reach, special
Chain sickle	15 gp	1d6 bludgeoning or slashing	3 lb.	Finesse, extended reach, light, two-handed
Chakram	3 gp	1d6 slashing	2 lb.	Finesse, light, thrown (range 20/60)
Katana	25 gp	1d6 slashing	3 lb.	Finesse, versatile (1d8)
Katar	4 gp	1d4 piercing	1 lb.	Finesse, light
Kopesh	20 gp	1d8 slashing	3 lb.	Special
Nine tail whip	4 gp	1d6 slashing	2 lb.	Finesse, light
Pike hammer	25 gp	1d8 bludgeoning or piercing	8 lb.	Heavy, reach, special, two-handed
Rope dart	8 gp	1d6 piercing	3 lb.	Finesse, extended reach, light, two-handed
Switch axe	100 gp	1d10 piercing or slashing	15 lb.	Heavy, reach, switch, two-handed
Whip blade	35 gp	1d8 slashing	4 lb.	Reach, switch
<i>Martial Ranged Weapons</i>				
Blunderbuss	350 gp	1d10 piercing	7 lb.	Ammunition (range 20/40), loading, special, two-handed
Composite bow	75 gp	1d8 piercing	2 lb.	Ammunition (range 100/400), two-handed
Crossbow, bladed	75 gp	1d8 piercing or slashing	10 lb.	Ammunition (range 80/320), loading, switch, two-handed
Crossbow, repeating	75 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, reload 6, two-handed
Crossbow, wrist	100 gp	1d6 piercing	3 lb.	Ammunition (range 20/60), covert, light, loading
Musket	500 gp	1d12 piercing	10 lb.	Ammunition (range 40/150), loading, two-handed
Musket, carbine	400 gp	1d12 piercing	8 lb.	Ammunition (range 30/120), loading, two-handed
Musket, double barreled	750 gp	1d12 piercing	12 lb.	Ammunition (range 40/150), reload 2, two-handed
Musket, hunting	750 gp	1d12 piercing	10 lb.	Ammunition (range 80/240), heavy, loading, two-handed
Pistol	250 gp	1d10 piercing	3 lb.	Ammunition (range 30/90), loading
Pistol, pocket	250 gp	1d6 piercing	1 lb.	Ammunition (range 20/60), covert, light, loading
Pistol, revolver	400 gp	1d10 piercing	3 lb.	Ammunition (range 30/90), reload 4
Strongbow	75 gp	1d10 piercing	3 lb.	Ammunition (range 150/600), heavy, special, two-handed
Throwing stars	5 sp	1d4 piercing	1/4 lb.	Covert, light, thrown (range 20/60)

NEW WEAPONS

This section describes weapons that have special rules or require further explanation.

Blunderbuss. If the attack roll exceeds the Armor Class of any creature within 5 feet of your target that you can see, you deal 1d6 piercing damage to those creatures. On a critical hit, the extra damage is only added against your original target.

Bolas. When you hit a Large or smaller creature, you can choose to deal no damage and knock your target prone by entangling their legs. This weapon has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength or Dexterity check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also

frees the creature without harming it, ending the effect, and destroying the bolas.

FIREARMS AND DRAGONS

The firearms presented here (blunderbuss, pistols, and muskets) replace the optional ones from the *Dungeon Master's Guide*. Still, not every setting or fantasy world have these kinds of weapons. Check with your Dungeon Master first to make sure if firearms are available in your current campaign or adventure, if they can be bought or crafted, if they can be only used by some classes (such as the Artificer and ranger), and any other restriction or special requirements for using them.

Boomerang. When you make a ranged attack with a boomerang and misses, the boomerang returns to your location following a straight line. Starting with the creature that is closest to your original target, each creature within the returning line of the boomerang can use a reaction to make a DC 10 Dexterity check to try to catch the boomerang from midair. On a success, the creature catches the boomerang. If no creature catches the boomerang (including you), it returns to the ground at your feet.

Catchpole. A Medium or Small creature hit with a catchpole is grappled until it is freed. A creature can use its action to make a DC 12 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 bludgeoning damage to the catchpole (AC 10) also frees the creature without harming it, ending the effect. Until this grapple ends, you can't use the catchpole on another target.

Chain sickle. This weapon consists of a sickle attached to a metal chain with a heavy iron weight at the end. When making an attack with this weapon, you choose which part of the weapon you are going to use. If you attack with the sickle, it deals slashing damage, and if you attack with the iron weight, it deals bludgeoning damage instead.

Crossbow, bladed. This weapon have two forms. The first is the crossbow form, which allows you to use it as a ranged weapon that deals 1d8 piercing damage. The second is the sword form, which allows you to use it as a melee weapon that deals 1d8 slashing weapon and ignores the ammunition and loading properties.

Gauntlet. Attacks made with a gauntlet are considered unarmed strikes. When you hit with a gauntlet, the strike deals 1d4 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

Gauntlet, spiked. Attacks made with a spiked gauntlet are considered unarmed strikes. When you hit with a gauntlet, the strike deals 1d4 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

Katar. While you are wielding this weapon, any creature that makes the Disarm action against you must roll with disadvantage.

Kopesh. If you use the Shove Action to knock your target prone, you are considered proficient with the Strength (Athletics) skill. If you already are proficient with that skill, you can double your proficiency bonus when you make the Shove Action.

Pike hammer. This weapon is an hybrid between a pike and a warhammer. When making an attack with this weapon, you choose which part of the weapon you are going to use. If you attack with the pike point, it deals piercing damage, and if you attack with the hammer side, it deals bludgeoning damage instead.

Scythe. When you take the Attack action with a scythe, you can use a bonus action to sweep the scythe and attack another creature within 5 feet of the original

target and within your reach. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Staff sling. A staff sling consists of a staff with a short sling at one end, allowing you to use it as a ranged or melee weapon. When you make a melee attack with this weapon, you ignore its ammunition property.

Strongbow. This weapon can be only used by a creature with a Strength of 16 or higher. On a hit, you add your Strength modifier instead of your Dexterity modifier to the damage.

Switch axe. This weapon have two forms. The first is an axe form, which deals 1d10 slashing damage on a hit. The second is a lance form, which deals 1d10 piercing damage on a hit. When you use this weapon in axe form, you ignore its reach property.

Tonfa. While wielding a tonfa on each hand, you have an extra +1 bonus to your AC against melee attacks.

Whip blade. This weapon have two forms. The first is the sword form, which resembles a longsword. The second is the whip form, where the blade is divided into smaller segments connected by the middle. When you use the whip blade in sword mode, you ignore its reach property. When you use this weapon in whip form, you have disadvantage to attack a target within 5 feet of you.

ADVENTURING GEAR

This section describes items from this guide that have special rules or require further explanation.

Ammunition, Alchemical. Each of these projectiles carries a load of some alchemical mixture in its hollow shaft (the sling bullets are hollow glass bullets filled with the alchemical essence). When you hit with your target with an alchemical ammunition, the projectile's shaft shatters, releasing the alchemical mixture directly onto the target, dealing an additional 2d4 damage. The damage type depends on the type of the ammunition.

If you hit a fiend or undead creature with a holy ammunition, it deals an additional 2d6 radiant damage instead. On the other hand, if you hit a celestial creature with an unholy ammunition, it deals 2d6 necrotic damage instead.

Ammunition, Blasting. When you hit your target with a blasting ammunition, it explodes dealing an extra 1d6 bludgeoning damage. In addition, each creature within 5 feet of your target must make a DC 13 Dexterity saving throw, taking 1d6 bludgeoning damage on a failed save, or half as much on a successful one.

Ammunition, Blinding. When you hit with your target with a blinding ammunition, it explodes generating a bright flash. Each creature in a 10-foot-radius sphere centered on your target must make a DC 10 Constitution saving throw or be blinded for 1 turn.

Ammunition, Blunt. A blunt ammunition deals bludgeoning damage.

Item	Cost	Weight	Item	Cost	Weight
<i>Ammunition, Arrows</i>			<i>Ammunition, Sling Bullets</i>		
Alchemical, Acid (5)	2 gp	1/2 lb.	Alchemical, Acid (5)	1 gp	1/2 lb.
Alchemical, Cold (5)	2 gp	1/2 lb.	Alchemical, Cold (5)	1 gp	1/2 lb.
Alchemical, Fire (5)	2 gp	1/2 lb.	Alchemical, Fire (5)	1 gp	1/2 lb.
Alchemical, Holy (5)	2 gp	1/2 lb.	Alchemical, Holy (5)	1 gp	1/2 lb.
Alchemical, Lightning (5)	2 gp	1/2 lb.	Alchemical, Lightning (5)	1 gp	1/2 lb.
Alchemical, Unholy (5)	2 gp	1/2 lb.	Alchemical, Unholy (5)	1 gp	1/2 lb.
Blasting (5)	5 gp	1/2 lb.	Blasting (5)	3 gp	1/2 lb.
Blinding (5)	2 gp	1/2 lb.	Blinding (5)	1 gp	1/2 lb.
Blunt (20)	1 gp	1 lb.	Smoke (5)	1 gp	1/2 lb.
Grappling (5)	1 gp	1 lb.	Barbed wire (50 ft.)	75 gp	35 lb.
Net (5)	1 gp	2 lb.	<i>Book</i>		
Smoke (5)	2 gp	1/2 lb.	50 pages	4 gp	1 lb.
<i>Ammunition, Crossbow Bolts</i>			100 pages	8 gp	2 lb.
Alchemical, Acid (5)	2 gp	1/2 lb.	200 pages	17 gp	4 lb.
Alchemical, Cold (5)	2 gp	1/2 lb.	300 pages	25 gp	5 lb.
Alchemical, Fire (5)	2 gp	1/2 lb.	<i>Dictionary</i>		
Alchemical, Holy (5)	2 gp	1/2 lb.	Standard language	10 gp	2 lb.
Alchemical, Lightning (5)	2 gp	1/2 lb.	Exotic language	20 gp	2 lb.
Alchemical, Unholy (5)	2 gp	1/2 lb.	Earplugs	1 sp	—
Blasting (5)	5 gp	1/2 lb.	Hammock	5 gp	1 lb.
Blinding (5)	2 gp	1/2 lb.	Money belt	4 gp	1 lb.
Blunt (20)	1 gp	1 1/2 lb.	<i>Nutrient</i>		
Grappling (5)	1 gp	1 1/2 lb.	Standard	10 gp	1 lb.
Net (5)	1 gp	2 lb.	Greater	40 gp	1 lb.
Smoke (5)	2 gp	1/2 lb.	Superior	90 gp	1 lb.
<i>Ammunition, Firearm Bullets</i>			Supreme	160 gp	1 lb.
Alchemical, Acid (5)	3 gp	1/2 lb.	Portal scroll	350 gp	—
Alchemical, Cold (5)	3 gp	1/2 lb.	Purification kit	5 gp	3 lb.
Alchemical, Fire (5)	3 gp	1/2 lb.	Quiver scabbard	10 gp	2 lb.
Alchemical, Holy (5)	3 gp	1/2 lb.	Skis and poles	15 gp	6 lb.
Alchemical, Lightning (5)	3 gp	1/2 lb.	Speed juice	10 gp	1/2 lb.
Alchemical, Unholy (5)	3 gp	1/2 lb.	Tent, four-person	4 gp	40 lb.
			Tent, pavilion	20 gp	200 lb.
			Unholy water (flask)	25 gp	1 lb.

Ammunition, Deafening. When you hit with your target with a deafening ammunition, it explodes generating a loud noise. Each creature in a 10-foot-radius sphere centered on your target must make a DC 10 Constitution saving throw or be deafened for 1 turn).

Ammunition, Grappling. A small grappling hook that can be tied to a rope and fired from a bow or crossbow.

Ammunition, Net. A net ammunition deals no damage, instead, a Medium or smaller creature hit by a net ammunition is restrained until it is freed. A net ammunition has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Ammunition, Smoke. When you hit with your target with a smoke ammunition, it creates a 10-foot-radius

smoke cloud. The area is heavily obscured and it lasts for 1d4 turns or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Barbed wire. This is a roll of steel wire with sharp edges or points arranged at intervals along the strands. It comes with a pair of thick gloves and anchor posts for setting it up.

The area covered with barbed wire becomes difficult terrain. When a creature moves into or within the area, it must make a DC 10 Dexterity (Acrobatics) check or take 1d4 piercing damage for every 5 feet it travels.

Dictionary. In this book you have a list of words, common phrases, and the translations from one standard or exotic language to common. When you are reading something written in the dictionary's language, you can spend 10 minutes to translate a page worth of text.

Earplugs. As an action, you can insert or remove the earplugs from your ears or a willing creature's ears. While wearing earplugs, you have a -2 penalty to all Wisdom (Perception) checks that rely on hearing, but you also have a +2 bonus to saving throws against any effect that causes thunder damage or rely on hearing.

Money belt. This cloth pouch is designed to be worn under clothing and can hold up to 50 coins. Any Dexterity (Sleight of Hand) check to pickpocket the coins inside of the pouch is made with disadvantage.

Nutrients. A creature that drinks this vial of liquid gains a number of temporary hit points for 1 hour. The number of temporary hit points depends on the nutrient's quality, as shown in the table below. If you want to use another nutrient, you must wait until the effect of the previous one ends first.

Nutrient Quality	Temporary Hit Points
Standard	1d4 + 4
Greater	1d4 + 9
Superior	1d4 + 14
Supreme	1d4 + 19

Portal scroll. This scroll is used to quickly teleport to a specific location described in the scroll, such as a teleportation circle located in the city center or the headquarters of an organization. A character can use an action to read the scroll to teleport to the linked location. After using the scroll, it is consumed and the character instantly appear within 5 feet of the destination or in the nearest unoccupied space if that space is occupied. The character must be on the same plane of existence as the location described in the scroll, otherwise the scroll is consumed but the character is not teleported.

Purification kit. This leather pouch contains all sort of herbs and liquids. The kit has ten uses. You can expend on use of the kit and spend 1 minute purifying one pound of food or one gallon of drink, removing any poisons and diseases.

Quiver scabbard. This quiver (for either arrows or bolts) has a hidden scabbard that can hold a small flat weapon, such a shortsword or dagger. A creature can use its action to inspect the quiver and must succeed on an Intelligence (Investigation) check to discover the scabbard (DC 12).

Skis and poles. While traveling, skis allow you to move across snow and icy surfaces without reducing your speed. It takes an action to don and to remove the skis.

Speed juice. When you drink this vial of liquid, your walking speed increases by 10 feet for 1 hour. You can be under the effects of one speed juice at a time.

Tent, pavilion. A huge open-air canopy, plus stakes, poles, and ropes. It can comfortably fit twenty Medium-size humanoids underneath.

Unholy water. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the unholy water as an improvised weapon. If the target is a celestial, it takes 2d6 radiant damage.

An evil cleric or an oathbreaker paladin may create unholy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered tarnished silver, and requires the caster to expend a 1st-level spell slot.



MAGIC ITEMS

In this section you will find new magic items for your adventures. Some of these magic items were created using the modular magic items system you can find later in this guide.

ALFAN'S TINDERBOX

Wondrous Item, Rare

This small metallic box has a campfire image engraved and is warm to the touch. As an action, you can put the box on the ground and open it to create a 5-foot magic campfire next to it. This fire is warm and magical and it remains lit until a creature uses an action to close the box.

ARROW OF TRACKING

Weapon (Arrow), Uncommon

These magical arrows are created for tracing and hunting down entities. When you hit a creature with this arrow, for the next eight hours you know the exact location of the creature and the direction of movement if it's moving. You must be in the same plane of existence as the creature to be able to pinpoint the location and direction. The arrow effect last for eight hours unless the creature is killed before that period. You can only be under the effect of one arrow of tracking at a time, and each time you use a new one, the effects of the previous is lost.

BAG OF COLDING

Wondrous Item, rare

This white leather bag is a variant of the *Bag of Holding*. The bag is magically enchanted to keep everything inside cooled, maintaining any perishable goods chilled. The bag can hold up to 250 pounds, not exceeding a volume of 64 cubic feet.

A *bag of colding* is an essential item for harvesting creature parts and transporting them across the wild. In addition, this bag is useful for storing food and ingredients used for preparing meals. You can read more about harvesting, crafting and cooking in the Part 3 of this guide.

DRAGONITE PLATE

Armor (plate), very rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the bones.

Additionally, you can focus your senses as an action to magically discern the distance and direction to the

closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn.

The wearer has disadvantage on Dexterity (Stealth) checks.



DRAGONITE WEAPON

Weapon (any), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you hit with an attack using a dragonite weapon, the target takes an extra 1d6 damage. The damage type that is determined by the kind of dragon that provided the bones.

DRAGONITE ITEMS

A dragonite item is a magically crafted item that combines the bones of a dragon and steel, producing a resistant alloy that holds the dragon essence.

The kind of dragon is what determines the damage type or resistance for every dragonite item, as shown in the following table.

Dragon	Damage or Resistance
Black, Copper	Acid
Silver, White	Cold
Brass, Gold, Red	Fire
Amethyst	Force
Blue, Bronze	Lightning
Topaz	Necrotic
Green	Poison
Crystal	Radiant
Sapphire	Thunder

EBONFANG BOW

Weapon (longbow), very rare (requires attunement)

An ebonfang bow is made with wood that was magically shaped and reinforced using necrotic magic and vampire blood in a dark ritual.

You gain a +2 bonus to attack and damage rolls made with this weapon. When you hit with an attack using this magic weapon, you deal an additional 1d6 necrotic damage and you regain hit points equal to half the total damage dealt (minimum 1).

Curse. This longbow is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with *remove curse* or similar magic, you are unwilling to part with the bow, keeping it within reach at all times and you have a constant urge to drink blood.

Each day you don't drink a gallon of blood, you must make a DC 15 Constitution saving throw. On a failed save, you gain a level of exhaustion. If you die because of exhaustion, you become a vampire spawn the next moonlight. While cursed, your exhaustion levels can be reduced only if you finish a long rest after drinking at least one gallon of blood.

ESSENCE EXTRACTION DEVICE

Wondrous Item, uncommon

This device looks is a leather bracer with a small syringe on the side. It allows its wearer to extract a creature's essence and store it in an empty glass vial connected behind the syringe.

It has 3 charges, and it regains 1d3 expended charges daily at dawn. When you make a check for harvesting a creature, you can extract one unit of the creature's essence and store it in an empty glass vial. Additionally, if you have a creature part, you can expend 1 charge to transform that part into one unit of the creature's essence.



DRAGONITE SWORD

EVERLASTING QUIVER

Wondrous item, rare (requires attunement)

This brown and green leather quiver have a silvered brooch on the strap, it has 4 charges and regains 1d4 expended charges daily at dawn. As a bonus action, you can click the brooch to expend 1 charge and magically create up to 5 pieces of nonmagical arrows or bolts. When the quiver holds 20 pieces of ammunition, the brooch can't be clicked until at least 1 piece of ammunition is shot. The arrows and bolts created can only be used by the creature attuned to the quiver.

GHOST WEAPON

Weapon (any weapon), uncommon (requires attunement)

These spectral weapons are created by ghosts, wraiths and other incorporeal undeads, and because of that, the weapon is destroyed when his undead bearer is finally put to the eternal rest, but some spellcasters discovered a way to unbind the weapon to the undead before that moment, allowing the living to use these weapons as well.

The weapon weighs only 1 pound, and can be only held by the creature attuned to it. A ghost weapon deals necrotic damage instead of its normal damage type, and you deal an additional 2d4 cold damage whenever you hit with a creature using this magic weapon.

GLOVES OF CRAFTING

Wondrous item, uncommon

These leather gloves have a hammer and an anvil embroidered on each palm, and allows its owner to craft items faster. While you're wearing the gloves, you count as two characters when you craft an item, reducing the crafting time to half (rounded up).

GUARDIAN FIGURINE

Wondrous item, uncommon

This stone figurine resembles a humanoid with a spyglass and a bell, and it's small enough to fit on a pocket. When you place it on the ground and use a command word, you can cast the *alarm* spell on it. You must wait until the next dawn to use the figurine again.

MASK OF THE MEDUSA

Wondrous Item, rare (requires attunement)

This carefully carved stone mask resembles the face and hair of a deadly medusa.

While wearing this mask, you can use an action and spend one of the charges to cast *flesh to stone* (Save DC 13). You can cast the spell twice per day, and you regain any expended uses daily at dawn.

SUNHALLOWED SPEAR

Weapon (spear), legendary (requires attunement by a creature of good alignment)

These white and golden spears are used by powerful angels and other celestials in their battles against fiends, but in some cases, they craft these weapons and give to good aligned mortal heroes that dedicate their lives to fight the evil without hesitation.

You gain a +3 bonus on attack and damage rolls made with this magic weapon. If you throw the spear, it flies back to your hand immediately after the attack. When you hit with an attack using this magic weapon, you deal an additional 1d10 radiant damage. If the target is evil aligned, that creature takes an extra 1d10 radiant damage. In addition, the spear glows faintly when a fiend creature is within 120 feet of it.

An evil creature that tries to attune to this spear takes 10d6 radiant damage. This damage ignores resistance and immunity, and can't be reduced or avoided by any means. A creature reduced to 0 hit points by this damage disappears in a blinding flash and is destroyed, leaving its possessions behind.

POTION OF MANA

Potion, rarity varies

These blue liquid potions are brewed using the very essence of magic.

When you drink this potion, you gain a number of points which must be distributed immediately to recover a number of spell slots you already used. You can only recover 5th-level or lower expended spell slots, and every point remaining is lost.

The number of points you get depends on the potion's rarity, as shown in the potions of mana table.

POTION OF MANA

Potion of...	Rarity	Points
Mana	Uncommon	1d4 + 1
Greater Mana	Rare	2d4 + 2
Superior Mana	Very Rare	3d4 + 4

Spell Slot to be Recovered	Point Cost
1st Level	2
2nd Level	3
3rd Level	5
4th Level	6
5th Level	7

CHAPTER 2: BUILDINGS AND SOCIETY

IN THIS CHAPTER, YOU WILL DELVE INTO BUILDINGS AND their properties that enrich and define the cities, towns, and landscapes, as they shape the very essence of our world, influencing commerce, culture, and the daily lives of its inhabitants.

In the pages that follow, you will find a selection of rules for joining or creating a guild, their types, benefits and any other properties they have.

STORES

STORES ARE MORE THAN MERE STRUCTURES; THEY ARE *the beating heart of commerce, offering a kaleidoscope of goods and services that weave the fabric of our societies. From the corner bakery wafting the aroma of freshly baked bread to the opulent emporiums adorned with treasures from distant lands, each store tells a tale of craftsmanship, trade, and connection.*

--- Thorvolir Rockmaw, *A life as a merchant*

Stores have two main categories: **type** and **category**. The type determines what kind of goods the store sell, and the category determines the number and rarity of items the store have.

STORE TYPES

- **Adventuring supplies.** A store that sells items that are useful for adventurers and those who travel and explore the wilderness.
- **Alchemist, apothecary, or herbalist.** These shops usually have raw materials and reagents for brewing concoctions, as well as some potions, unguents, and other useful products.
- **Blacksmith or armory.** A store dedicated to sell objects created primarily from iron, steel, and other metals, such as weapons, armor, and shields.
- **General store.** These stores are known to have a bit of everything that the people might require, including tools, clothing, and other general goods.
- **Hunting and leatherworker supplies.** These shops sell items made mostly with leather. Other items such as ammunition, weapons, hunting accessories, and clothing may be sold in these stores as well.
- **Jeweler.** A store that buys and sells jewelry, gemstones, and some minerals. In addition, these stores can provide some additional services such as repairs, restoring, designing, and manufacturing jewels and art pieces.

- **Library or bookstore.** These stores are dedicated to buying and selling books, manuscripts, maps, writing tools and materials. In some cases, a store of this type can be also commissioned to create or copy any type of document.
- **Magic store.** These shops sell magic items, scrolls, magic potions and all sort of materials, tools and items required for casting spells. Additionally, a magic store might sell some spellcasting and enchanting services.
- **Stables or animal vendor.** A store of this type focus on selling animals for livestock, pets and more. In addition, these stores can also sell supplies such as animal feed, custom saddles, and more.
- **Tailor or clothing supplies.** These shops have all kind of clothing, accessories, and trade goods, which generally varies in color, form, and materials depending the geographic location and or the culture.
- **Temple and faith supplies.** A store that has different tools used in holy rites or as accessories for priests and other religious individuals. Additionally, these shops can be hired to cast some divine magic and spells for those willing to pay.
- **Thieving supplies or black-market vendor.** These stores generally stay hidden due the kind of products they sell, which includes poisons, materials, and other tools for criminal activities.
- **Vehicles, transportation, and other services.** These shops sell all kind of vehicles or services for transportation, either goods or people. In addition, these shops can offer vehicle repair and maintenance services.

To randomly determine the store type, roll 1d100 and compare the result with the table below.

d100 Store Type

1-10	Adventuring supplies
11-15	Alchemist, apothecary, or herbalist
16-25	Blacksmith or armory
26-35	General store
36-45	Hunting and leatherworking supplies
46-50	Jeweler
51-55	Library or bookstore
56-60	Magic store
61-70	Stables or animal vendor
71-75	Tailor or clothing supplies
76-85	Temple and faith supplies
86-90	Thieving supplies or black-market vendor
91-100	Vehicles, transportation, and other services

STORE CATEGORIES

- **Small.** These stores include vendor carts, traveling merchants, street market stalls, and so on. A small store has a very limited amount of each item for sale.
- **Basic.** A basic store represents shops and merchant posts found in rural settlements and small towns. A basic store generally sells items that are used daily by the townsfolk and people living nearby.
- **Standard.** A standard store represents the most common shops. These stores can be found in towns and cities alike, they have an average stock of common items, and sometimes they can have a limited stock of a few rarer items.
- **Premium.** Premium stores are the biggest shops that can be mostly found in the largest and wealthy settlements. Adventurers can buy plenty of items in these stores, which also includes a stock of exotic and rare items limited to a few units.

ITEM AVAILABILITY

Not all stores have every item available for sell, and even if they have the item, the number of these can vary for each store. The following table gives you the estimated or suggested stock of an item based on the store category and the rarity of the item. Still, the Dungeon Master is who finally decides which items are currently available and the stock for each in a store.

ESTIMATED STOCK PER STORE CATEGORY

Item	Small	Basic	Standard	Premium
<i>Mundane Item</i>				
Common item	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Uncommon item	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Rare item	—	1d4 - 1	1d4	1d4 + 1
Very rare item	—	—	1d4 - 1	1d4
<i>Magic Item</i>				
Common item	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Uncommon item	1d4 - 2	1d4 - 1	1d4	1d4 + 1
Rare item	—	—	1d4 - 2	1d4
Very rare item	—	—	1d4 - 3	1d4 - 2
Legendary item	—	—	—	1d4 - 3
<i>Miscellaneous</i>				
Spell Component	1d4 - 1	1d4 x 2	1d4 x 4	1d4 x 5
<i>Alchemical reagents</i>				
Common reagent	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Uncommon reagent	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Rare reagent	—	1d4 - 1	1d4	1d4 + 1
Very rare reagent	—	—	1d4 - 1	1d4
<i>Crafting materials</i>				
Common material	1d4 - 2	1d4 - 1	1d4 + 1	1d4 + 2
Uncommon material	1d4 - 3	1d4 - 2	1d4	1d4 + 1
Rare material	—	1d4 - 3	1d4 - 1	1d4
Very rare material	—	—	1d4 - 3	1d4 - 1
Legendary material	—	—	—	1d4 - 2

While magic items already have a rarity assigned to them, mundane items don't. In these cases, the rarity for any mundane item is determined by the Dungeon Master based on any factor that could apply, such as location, settlement type or size, any events occurring in the moment, and more. For example, a climber's kit will probably be a common item in a town located in the mountains, but it can be an uncommon or a rare item for a town located in the desert with just a few mountains nearby.

If you are looking for a detailed list of stores and stock of each item they sell, check the Appendix A of this guide.

SPELL COMPONENTS

Some stores can have spell components for sale. Still, not every store has the components for all spells. To simplify this, the store category determines the maximum level of spell components in stock, as shown below.

Store Category	Maximum Spell Level Components
Small	1st level
Basic	3rd level
Standard	5th level
Premium	9th level

For these cases, the **estimated stock per store category** table indicates the number of spell components available for each spell level. For example, a basic magic store can sell components for up to 1d4 x 2 spells of 3rd level or lower.

RESTOCKING

As general rule, restocking occurs every week, but it can vary depending on the location, store category, type, or events. For example, a rural basic store might require more than 1 week to restock because they need to travel long distances to reach the closest city to acquire new products, while a basic store in a city might have a daily restocking of new items and products. On the other hand, both stores can be affected if the city is under siege, which will increase the restocking time, type, and number of products for sale.

SELLING ITEMS TO MERCHANTS

Even though adventurers might have several items that merchants could buy, these individuals don't necessarily have the gold to pay for all of it. Here are some estimates for each store category you can use to determine if a merchant have enough money for buying whatever the players are willing to sell.

Store Category	Available Gold
Small	100 gp
Basic	200 gp
Standard	5,000 gp
Premium	10,000 gp

SPELLCASTING SERVICES

Some stores or buildings might be able to cast spells if the adventurers pay for it. In these cases, the number of spells available to be cast as a service are limited to a maximum of three per day total, unless otherwise noted.

The following table includes spells that are generally available when a store or building sells this kind of service. For the *Cure wounds* and *Prayer of healing* spells, the cost is for casting these spells at their base level (1st level and 2nd level respectively).

SPELLCASTING SERVICES PER STORE CATEGORY

Spell	Cost	Small	Basic	Standard	Premium
Cure wounds	10 gp	A	A	A	A
Identify	20 gp	A	A	A	A
Lesser restoration	40 gp	—	A	A	A
Prayer of healing	40 gp	—	A	A	A
Remove curse	90 gp	—	—	A	A
Speak with dead	90 gp	—	—	A	A
Divination	210 gp	—	—	A	A
Greater restoration	450 gp	—	—	A	A
Raise dead	1,250 gp	—	—	—	A

The “A” indicates which spell is available in each store.

ADDITIONAL SPELLCASTING SERVICES

Other spells can be also available as a spellcasting service. To determine how much the spell service will cost, use the following formula.

Square of the spell level multiplied by 10 gp, add double of the consumed material cost plus 10% of nonconsumed material cost.

For example, a group of adventurers are trying to find a thief that stole an item from them, and they decide to go to the magic store within the city and ask the wizard merchant there if he can cast *Scrying* to try to see where the thief is. *Scrying* is a 5th level spell and it requires a focus worth at least 1,000 gp which is not consumed, using this information, the formula will be the following: $(5)^2 \times 10 + (0 \times 2) + (1000 \times 0.1)$

In this case, the party must pay 350 gp to the wizard to cast the spell.



TAVERNS

TAVERNS ARE MORE THAN MERE BUILDINGS; THEY ARE *the cornerstone of community, where stories are shared, alliances forged, and legends born. From the humble roadside taverns echoing with laughter to the grand inns exuding warmth and comfort, each establishment holds its own unique allure and narrative.*

--- Lothar Longfoot, *A Beginner's Guide to Adventuring*

A tavern is a type of establishment that typically serves alcoholic beverages, food, and often offers lodging as well. It's a social hub where people gather to drink, dine, socialize, and sometimes even find entertainment. Taverns play a significant role in communities, serving as meeting places for locals, travelers, and various social groups.



TAVERN CATEGORIES

Similar to stores, taverns are grouped by **category**, which determines the type of lodging, chances of getting quests, the type and variety of food, and any other services available.

SHABBY TAVERN

A shabby tavern might consist of rudimentary accommodations, more akin to a hostel or boarding house. Rooms are small and sparsely furnished, often with shared facilities. Cleanliness might be a concern, and amenities are minimal. The common area is simple, perhaps just a corner of the building with a few tables and a limited selection of cheap, homemade food and drinks.

BASIC TAVERN

A basic tavern offers more rooms than its smaller counterpart but remains unassuming in its amenities. The rooms are clean and functional, perhaps with private baths, though not luxurious. The tavern may have a slightly larger common area, catering to a diverse clientele. Meals are more varied but still focus on hearty, home-cooked fare. The ambiance is friendly and welcoming, attracting both locals and travelers seeking affordable comfort.

STANDARD TAVERN

A standard tavern boasts a comfortable range of accommodations, with well-appointed rooms that include private baths, comfortable bedding, and basic amenities. The tavern is spacious, often with multiple rooms or sections catering to different preferences—a bustling common area, a quieter lounge, and sometimes a private dining room. The menu is diverse, offering both local favorites and a selection of specialty dishes. The atmosphere is convivial, appealing to a broad spectrum of guests seeking a balance between comfort and affordability.

PREMIUM TAVERN

A premium tavern sets itself apart with luxurious accommodations and refined services. Rooms are spacious and elegantly furnished, offering amenities like fireplaces, lavish baths, and exquisite décor. The tavern exudes sophistication, featuring multiple dining areas, perhaps even a garden or terrace for al fresco dining. The menu is gourmet, showcasing culinary expertise and offering an extensive selection of fine wines and spirits. The ambiance is upscale, attracting discerning travelers seeking indulgence and top-notch service.

SERVICES BY TAVERN CATEGORY

Service	Cost	Shabby	Basic	Standard	Premium
Lodging (per day)					
Squalid	7 cp	A	A	—	—
Poor	1 sp	A	A	—	—
Modest	5 sp	—	A	A	—
Comfortable	8 sp	—	—	A	A
Wealthy	2 gp	—	—	A	A
Aristocratic	4 gp	—	—	—	A
Meals (per day)					
Squalid	3 cp	A	A	—	—
Poor	6 cp	A	A	—	—
Modest	3 sp	—	A	A	—
Comfortable	5 sp	—	—	A	A
Wealthy	8 sp	—	—	A	A
Aristocratic	2 gp	—	—	—	A
Stables (per day)					
Feed	5 cp	—	A	A	A
Stabling	5 sp	—	A	A	A
Other					
Coach cab, between towns	3 cp per mile	—	—	—	A
Coach cab, within a city	1 cp	—	—	A	A
Quest (per workweek)*	—	1d4 - 3	1d4 - 2	1d4 - 1	1d4
Messenger	2 cp per mile	—	—	A	A

The “A” indicates which service is available in each tavern category.

*For more information read the Chapter 4: Quests.

EXPANDED FOOD AND DRINK

Taverns offer food and drink ranging in price and quality depending on their category. While you can use the standard meal per day for quickly calculating the total cost, here you can find an expanded list of food and drink you can find in a tavern menu. Higher category taverns also have the food and drink from the lower categories.

SMALL AND BASIC TAVERNS

Item	Cost
<i>Food</i>	
Biscuits	2 cp
Bread, loaf	2 cp
Butter	1 cp
Clam chowder	2 cp
Crackers	1 cp
Dried meat	3 cp
Egg	1 cp
Fruit	1 cp
Vegetables, boiled	1 cp
Vegetables, soup	2 cp
<i>Drinks</i>	
Ale (mug)	4 cp
Spirit (mug)	3 cp
Water (cup)	1 cp

STANDARD TAVERNS

Item	Cost
<i>Food</i>	
Chese, hunk	1 sp
Fruit cake	1 sp
Meat, chunk	3 sp
Pickled sausage	2 sp
Pie	1 sp
Potatoes, baked	1 sp
Rice, white	1 sp
Stew, oyster and mushroom	4 sp
Stew, beef	5 sp
Vegetables, fresh	1 sp
<i>Drinks</i>	
Cider, (mug)	6 cp
Coffee (cup)	1 sp
Fruit juice (cup)	3 cp
Hot chocolate (cup)	1 sp
Mead (mug)	8 cp
Milk (pitcher)	1 sp
Tea, (cup)	3 cp
Wine, common (pitcher)	2 sp

PREMIUM TAVERNS

Item	Cost
<i>Food</i>	
Cake	3 sp
Meat, mixed	5 sp
Meat, exotic	8 sp
Potatoes, spiced	3 sp
Rice, wild	3 sp
Seafood	6 sp
Vegetables, stir fry	3 sp
Yogurt	2 sp
<i>Drinks</i>	
Wine, fine (bottle)	10 gp
Ale, dwarven (mug)	4 sp
Distilled drink (bottle)	8 gp
Tea, mixed (teapot)	6 gp

GUILDS

GUILDS STAND AS PILLARS OF SOCIETY, FOSTERING UNITY among like-minded individuals, pooling resources, and harboring specialized knowledge or skills. Guilds are more than mere associations; they are the embodiment of expertise, collective strength, and unified goals.

--- Drangar Steelfoot, *Guilds and Society*

A guild is an organization of individuals that practice their craft, trade, or service in a particular area. Guilds appear in different forms, and they typically offer benefits to their members, such as financial support, access to their equipment, discounts, and other services. In some cases, large and powerful guilds can control one or more aspects of a city, such as the minimum or maximum price of trading goods sold only by them.

ENTERING A GUILD

Most of the guilds have their doors open to anyone who wants to join, but some guilds might have additional requisites to enter, such as being able to cast spells, complete a special quest or task to prove yourself, or pay an entry fee.

GUILD MEMBERSHIP

While you are part of a guild, you can use any facilities or benefits it provides if you have the rank required. Still, most guild members will have some monthly requirements you need to achieve to keep your guild membership benefits. There are three common ways to keep your guild membership active on each month, but other guilds might have additional ways to keep your membership active.

- Pay dues of at least 5 gp.
- Working for the guild until your earnings equal to 5 gp (which then are transferred to the guild). For this, read the *Work* downtime activity found in the *Xanatar's Guide to Everything*.
- Finish at least 1 guild quest.

If you are unable to finish the monthly requirements, you won't be able to use any of the guild benefits until you do so. After three consecutive months of missing the requirements, your guild membership is revoked, and if you manage to enter the guild again, you will have to start from the very first rank.

GUILD RANKS

When you enter a guild, you start at the first rank the guild has. Generally, this first rank doesn't grant many benefits, but it's the starting point for getting new jobs that can increase your **reputation points**, which are used to rank up.

GUILD ARTISAN BACKGROUND

Characters with the guild artisan background should start at the first rank of the guild that grants lodging and food benefit, but it's up to the Dungeon Master to decide if those characters starts at a lower or higher rank.

REPUTATION POINTS

Reputation points determine the level of each guild member. These points can be earned by completing guild quests or bounties, and whenever a guild member reaches a certain number of reputation points, that member can be promoted to the next rank, which generally give access to additional or better guild services and tools, new quests, and may other benefits.

The following table shows a standard distribution of guild ranks and the reputation points a guild member needs to be promoted to the new rank.

GUILD RANKS

Rank Level	Rank Name	Required Reputation Points
1	Recruit	0
2	Apprentice	50
3	Journeyman	100
4	Adept	200
5	Expert	500
6	Master/Mistress	1,000
7	Grandmaster/Grandmistress	2,000

Guilds can have a different number of ranks, with other names and higher or lower requirement points. For example, an adventurer's guild might use different metals to name the ranks (copper, iron, silver, gold, platinum, adamantine, and orichalcum), and an elite guild might require twice the required reputation points to rank up.

GUILD MEMBERSHIP BENEFITS

Ranking up on a guild gives a series of benefits, such as better paid and challenging quests, information, and equipment. In this section you will find the details of each.

GUILD MEMBERSHIP BENEFITS

Benefit	Rank Needed
Information, basic	Recruit
Quest, basic	Recruit
Healing and care	Apprentice
Lodging and food, modest	Apprentice
Messaging, basic	Apprentice
Training	Apprentice
Crafting Workshop	Journeyman
Equipment, basic	Journeyman
Messaging, advanced	Journeyman
Equipment, advanced	Adept
Information, advanced	Adept
Lodging and food, comfortable	Adept
Quest, advanced	Adept
Equipment, magical	Expert
Information, exclusive	Expert
Messaging, exclusive	Expert
Local Guildhall	Master/Mistress
Lodging and food, wealthy	Master/Mistress
Own the guild	Grandmaster/Grandmistress

Crafting Workshop. Guild members can use the workshops in the guildhalls, where they can find one or more artisan's tools at their disposal for crafting. The number and type of artisan's tools are determined by the Dungeon Master (if any).

Equipment, basic. This includes simple weapons, light armors, and basic equipment like rations and torches. Guild members can also ask for horses for temporary use (no more than 1 week).

Equipment, advanced. This includes martial weapons, medium and heavy armors, probably some artisan tools and specialized adventuring kits. This also includes other services, such as using one of the guild coach cabs, horses, or a ship passage to a near city.

Equipment, magical. This includes giving potions, spell scrolls, and magic items to the guild members. It could also include some spellcasting services, such as casting the *Identify* spell. Since magical items and services are rarer, it's up to the Dungeon Master to decide if the characters must pay a fee for using any magic item or when they want to use some of the guild spellcasting services.

Healing and care. You can be healed in the guildhalls owned by your guild. Once per day, you can roll a number of dices equal to your rank level to recover your health. The dice is determined by the character's class hit dice.

EQUIPMENT AVAILABILITY

When borrowing equipment, you must calculate the total cost of the equipment, then, compare that amount to the maximum gp you can requisition based on your guild rank, as shown in the table below.

Rank	Total GP of Requisitioned Items
Journeyman	150 gp
Adept	450 gp
Expert	600 gp
Master/Mistress	1,000 gp
Grandmaster/Grandmistress	1,500 gp

These items can only be requisitioned for doing guild activities, and any item that wasn't consumed must be returned to the guild after finishing the task. For every item that isn't returned, the guild member must pay the full price of it, unless it was a used consumable item, such as a potion or a torch.

It's up to the DM to determine what type of equipment and how many the guild have.

Information, basic. You get one piece of useful lore about the quest or bounty you're doing. As a group, you can only request this kind of information once per quest or bounty.

Information, advanced. Your rank now allows you to get two pieces of useful lore about the quest or quest you're doing, or one piece of useful lore about anything you need. If you ask for a piece of useful lore about other things than a guild quest or bounty, it takes at least 1d6 days for the guild to get you the information requested, and you can ask for this kind of information once per week.

Information, exclusive. You get three pieces of useful lore about anything you're looking for. If you ask for a piece of useful lore about other things than a guild quest or bounty, it takes at least 1d4 days for the guild to get you the information requested.

PIECES OF USEFUL LORE

Each piece of useful lore is the equivalent of one true statement about a person, place, or thing. Examples include knowledge of a creature's resistances, the password needed to enter a sealed dungeon level, the spells commonly prepared by an order of wizards, and so on.

For a monster or an NPC, you can reveal elements of stats or personality. For a place, you can reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place.

Local guildhall. You are rewarded with owning and leading a local guildhall in a city or town.

Lodging and food. If you want, you can live in a local guildhall. While living in the guildhall, you can keep a specific lifestyle depending on your rank at no extra cost.

Messaging, basic. You can use some of the guild messengers to deliver cards and small objects to another city or town. You can send up to 1 pound in weight from one guildhall to another location of your choice.

Messaging, advanced. You are now allowed to send bigger objects to another city or town. You can send up to 5 pounds in weight from one guildhall to another location of your choice.

Messaging, exclusive. You can send large crates filled with objects to another city or town. You can send up to 50 pounds in weight from one guildhall to another location of your choice.

Quest, basic. The easiest guild quests, which generally includes simple tasks that every guild member should be able to complete.

Quest, advanced. These quests can include long-term and challenging quests, which are taken only by the guild member veterans. These quests have a better pay and give more reputation than basic quests.

Training. You can learn a new language or training in a set of tools with a guild member. When training at the guild, the prize or time is reduced by half (player's choice). For additional information of what tool training are available at the guild, read the guild types later in this chapter.

DM NOTE: PROMOTING CHARACTERS

It's up to the Dungeon Master to determine if there are extra conditions or limitations to achieve each rank in a guild to avoid characters farming reputation points quickly (such as trying to get a higher rank by only doing low-level quests).

Some ways to deal with this is by adding a special difficult quest the characters must complete, establishing a minimum number of finished advanced quests, or by having a fixed number of quests each week.

As a rule, ranks that grants leading a local guildhall or owning the guild are only obtainable under specific circumstances, such as when the guild gets a new guildhall and they need a new leader for it, or when the current guild owner dies, resign, or retires.



GUILD TYPES

Not every guild does everything, and the type determines the type of activities a guild does.

If you are creating a new guild, you can choose the guild type from the table below or roll it randomly. While most guilds will be only of one type, a bigger guild might be a combination of different types.

d6	Guild Type
1	Adventurers'
2	Arcane
3	Artisans
4	Criminal
5	Religious
6	Scholastic

The following section briefly describes each guild type, the available quest types, and the equipment, tools, and training the guild have. Check the Chapter 4 to learn more about guild quests, how to create them, and their rewards.

ADVENTURERS' GUILDS

An adventurers' guild is an organized association exclusively for individuals interested in fighting monsters, treasure hunting, and exploration of uncharted territories. It serves as a communal hub where professional adventurers convene to exchange information, share resources, find groups and embark on quests across the world.

ADVENTURERS' GUILDS QUESTS

d10	Quest Type
1-3	Exploration
4-6	Hunting
7-9	Object retrieval
10	Roll randomly in the quest type table

- **Equipment, Basic.** Armor, weapons and adventuring gear that cost 10 gp or less each. Additionally, you can requisition a riding horse and a riding saddle.
- **Equipment, Advanced.** Armor, weapons, adventuring gear, mounts and drawn vehicles.
- **Equipment, Magical.** Common magic items and uncommon armor and weapons.
- **Tools.** Leatherworker's tools, smith's tools and woodcarver's tools for creating and repairing armor or weapons.
- **Training.** You can train to gain proficiency with leatherworker's tools, smith's tools, or woodcarver's tools

ARCANE GUILDS

Arcane guilds are exclusive organizations primarily comprising arcane spellcasters, and occasionally by non-casting members specializing in alchemy or related arts. These guilds serve as sanctums for magical study, knowledge exchange, and the mastery of arcane arts. They provide resources, mentorship, infrastructure for practicing magic, and conducting research to understand and master the mysteries of magic.

ARCANE GUILDS QUESTS

d10	Quest Type
1-3	Acquiring materials
4-6	Delivery
7-9	Object retrieval
10	Roll randomly in the quest type table

- **Equipment, Basic.** Simple melee weapons, adventuring gear that cost 10 gp or less each. Additionally, you can requisition a draft horse and a cart.
- **Equipment, Advanced.** Simple weapons, adventuring gear, mounts and drawn vehicles.
- **Equipment, Magical.** Common and uncommon magic items. In addition, the guild might have 1 or 2 rare magic items that can be borrowed until the quest is finished.
- **Tools.** Alchemist's supplies and herbalism kit for creating potions and other alchemical items.
- **Training.** You can train to gain proficiency with alchemist's supplies, herbalism kit, or in a standard language.

ARTISANS GUILDS

Artisan guilds represent the predominant guild type within urban settlements, dedicated to specific crafts or closely linked trades. They function as associations for craftsmen and artisans, fostering standards, education, and trade regulation within their respective disciplines. These guilds facilitate skill development, apprenticeships, and communal support among practitioners, regulating quality and pricing while safeguarding the interests of their members. Through these guilds, artisans collaborate, exchange expertise, and maintain the traditions and excellence of their crafts, playing a pivotal role in the economics of the world.

ARTISANS GUILD BUSINESS

d20 Guild Business

1	Alchemists and apothecaries
2	Armorsmiths, locksmiths, and finemiths
3	Brewers, distillers, and vintners
4	Calligraphers, scribes, and scribes
5	Carpenters, roofers, and plasterers
6	Cartographers, surveyors, and chart-makers
7	Cobblers and shoemakers
8	Cooks and bakers
9	Glassblowers and glaziers
10	Jewelers and gemcutters
11	Leatherworkers, skinners, and tanners
12	Masons and stonemasons
13	Painters, limners, and sign-makers
14	Potters and tile-makers
15	Shipwrights and sail-makers
16	Smiths and metal-forgers
17	Tinkers, pewterers, and casters
18	Wagon-makers and wheelwrights
19	Weavers and dyers
20	Woodcarvers, coopers, and bowyers

ARTISANS GUILDS QUESTS

d10 Quest Type

1-3	Acquiring materials
4-6	Defensive
7-9	Delivery
10	Roll randomly in the quest type table

- **Equipment, Basic.** Simple melee weapons, adventuring gear that cost 10 gp or less each. Additionally, you can requisition a draft horse and a wagon.
- **Equipment, Advanced.** Light armor, simple weapons, adventuring gear, mounts and drawn vehicles.
- **Equipment, Magical.** Common magic items.
- **Tools.** You can use the artisan tools available on the guild for crafting. You can choose the tool available from the following list or determine it by rolling randomly. Any artisan tool available should make sense with the guild business.
- **Training.** You can train to gain proficiency with the artisan tools the guild have.

AVAILABLE ARTISAN TOOLS

d20 Artisan Tools

1	Brewers
2	Calligraphers
3	Carpenters
4	Cartographers
5	Cobblers
6	Cooks
7	Glassblowers
8	Jewelers
9	Leatherworkers

d20 Artisan Tools

10	Masons
11	Painters
12	Potters
13	Smiths
14	Tinkers
15	Weavers
16	Woodcarvers
17-19	Roll twice
20	Roll three times

CRIMINAL GUILDS

Criminal guilds operate clandestinely, engaging in illicit activities such as smuggling, extortion, and organized crime within societies where they're typically considered illegal. These guilds thrive in corrupt cities and towns, using their influence and coercion to evade authorities and expand their criminal enterprises. Members follow a strict code of silence and loyalty to their criminal code, coordinate illegal dealings while maintaining their clandestine network. In particularly corrupt cities, these guilds might operate openly, having control over the underworld, maintaining vice, and challenging the law in their pursuit of power and profit.

CRIMINAL GUILDS QUESTS

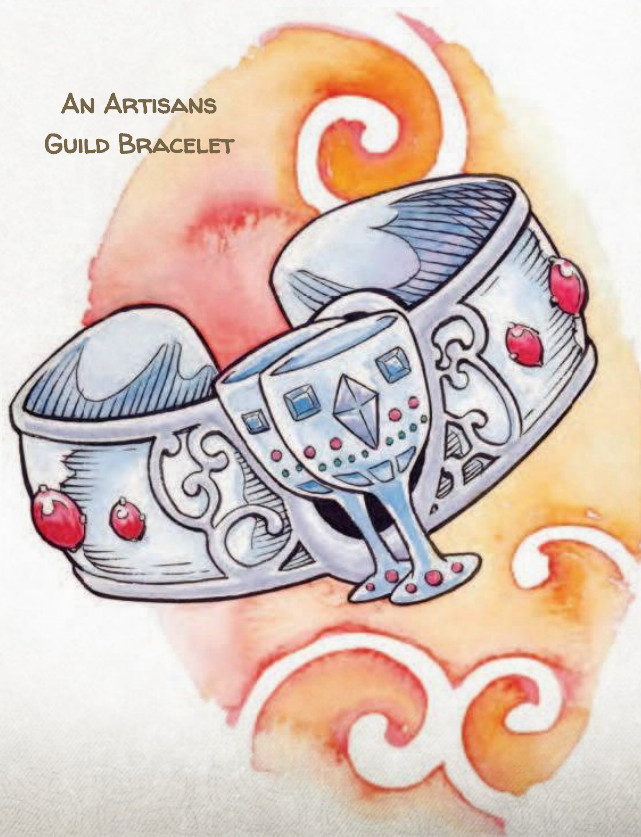
d10 Quest Type

1-3	Exploration
4-6	Hunt
7-9	Object Retrieval
10	Roll randomly in the quest type table

EQUIPMENT AND TOOLS

- **Equipment, Basic.** Light armor, simple weapons and adventuring gear that cost 10 gp or less each. Additionally, you can requisition a single vial of basic poison or thieves' tools.
- **Equipment, Advanced.** Light and medium armor, weapons, adventuring gear, poisons, mounts and drawn vehicles.
- **Equipment, Magical.** Common magic items and uncommon weapons.
- **Tools.** Forgery kit and poisoner's kit for creating fake documents and poisons.
- **Training.** You can train to gain proficiency with the forgery kit or the poisoner's kit.

AN ARTISANS
GUILD BRACELET



RELIGIOUS GUILDS

Religious guilds represent congregations or associations of devout followers sharing the same faith within a community. These guilds foster religious solidarity, communal worship, and tasks in alignment with their beliefs and doctrines of their faith. They serve as a place for spiritual guidance, support, and activities, organizing rituals, ceremonies, and other religious services useful for themselves and the community. Distinguished from sects or cults, a religious guild prioritizes unity and adherence to their teachings while actively contributing to the society with their faith and support.

RELIGIOUS GUILDS QUESTS

d10	Quest Type
1-3	Defensive
4-6	Delivery
7-9	Object retrieval
10	Roll randomly in the quest type table

EQUIPMENT AND TOOLS

- **Equipment, Basic.** Light armor, simple weapons and adventuring gear that cost 10 gp or less each. Additionally, you can requisition a draft horse and a cart.
- **Equipment, Advanced.** Light armor, weapons, adventuring gear, mounts and drawn vehicles.
- **Equipment, Magical.** Common magic items and uncommon weapons.
- **Tools.** You can use the jeweler’s tools and smith’s tools available on the guild.
- **Training.** You can train to gain proficiency with the jeweler’s tools or the smith’s tools.

SCHOLASTIC GUILDS

Scholastic guilds are dedicated organizations committed to advancing knowledge and education within a specific field or discipline. Comprising scholars, researchers, and educators, these guilds provide a structured platform for in-depth study, collaboration, and the exchange of expertise among members. They facilitate scholarly activities, conduct research, and organize educational initiatives aimed at expanding understanding and expertise in their fields. Scholastic guilds play a pivotal role in developing intellectual growth, spreading knowledge, and promoting innovation within their expertise, serving as hubs for academic rigor and the pursuit of scholarly excellence.

SCHOLASTIC GUILDS QUESTS

d10	Quest Type
1-3	Defensive
4-6	Exploration
7-9	Object retrieval
10	Roll randomly in the quest type table

EQUIPMENT AND TOOLS

- **Equipment, Basic.** Simple melee weapons, adventuring gear that cost 10 gp or less each. Additionally, you can requisition a draft horse and a wagon.
- **Equipment, Advanced.** Simple melee weapons, adventuring gear, mounts and drawn vehicles.
- **Equipment, Magical.** Common magic items and uncommon wondrous items.
- **Tools.** You can use the calligrapher’s tools and tinker’s tools available on the guild.
- **Training.** You can train to gain proficiency with calligrapher’s tools, tinker’s tools, or in one language (standard or exotic).

VARIANT RULE: EXPANDED GUILD TRAINING

A character can train in a guild to gain proficiency with an armor type, a weapon, or a particular skill. These proficiencies depend on the guild type.

Guild	Expanded Training
Adventurers’ Guilds	Any armor type, any weapon or the following skills: Athletics and Survival
Arcane Guilds	A simple weapon or the following skills: Arcana and History
Artisans Guilds	The following skills: Insight and Persuasion
Criminal Guilds	An armor type, any weapon or the following skills: Deception and Stealth
Religious Guilds	Light armor, a simple weapon or the following skills: Insight and Religion
Scholastic Guilds	The following skills: History, Investigation, and Nature

CHAPTER 3: MODULAR STRUCTURES

THE FOLLOWING SECTION INCLUDES NEW RULES and details for building a structure which can be customized with several rooms and areas. These rules were created primarily for players who want to build and customize a home base as they want, but they can be used by the Dungeon Master to create any kind of building, such as the local guildhall, a blacksmith, or a mansion where a vampire lord lives.

BUILDING A STRUCTURE

BUILDING A HOME BASE IS NOT MERELY ABOUT ERECTING walls and roofs; it's about creating a focal point, a sanctuary that breathes life into your adventures. It's where bonds strengthen, where strategies brew, and where legends are forged.

--- Therios Greenwind, *The Warrior Chronicles*

A character can spend time between adventures building a structure. Before work can begin, the character must acquire a plot of land. If the estate lies within a kingdom or similar domain, the character must own a royal charter (a legal document granting permission to oversee the estate in the name of the

kingdom), a land grant (a legal document granting custody of the land to the character for as long as he or she remains loyal to the crown), or a deed (a legal document that serves as proof of ownership). Land can also be acquired by inheritance or other means.

Although they can be bought, royal charters and land grants are usually given by the crown as a reward for faithful service, while deeds can be bought or inherited.

BUILDING SPACES (BS)

Whether the adventurers are granted with or buy a plot of land, it's important to make sure it is large enough to fit all the rooms they want to build. A **building space (BS)** is the way to estimate every structure size and how much the plot of land will cost. Each building space cost 100 gp, and it is equivalent to a 20-foot-by-20-foot room with a 10-foot-high ceiling. For building a structure, you must follow the next points.

- Any structure built using this guide is limited to no more than two stories high and a single underground level. If the players want to add additional floors (above or underground), they must pay an extra 50 gp for each building space outside these limits.
- Any building space built in any level higher than the ground level must have a building space built below. For building spaces built in the underground, they must have a building space above, unless it's directly below the ground level.
- The Dungeon Master is who decides how many building spaces are available at ground level, the maximum height and depth the adventurers can build, and if the adventurers are allowed to buy or get additional building spaces at a ground level later.

EXAMPLE: BUYING A PLOT

A group of adventurers are going to buy a plot for building their two-stories-home with 10 building spaces within the town they are, so they must pay 1,000 gp for the plot of land that can fit that many building spaces.

If the same group wants to build their base with a four-story high tower, they must pay 1,100 gp instead, since two building spaces are outside the normal limits.



ROOMS AND BUILDING TIME

After determining the size of the building, you can use some or all building spaces to buy rooms and other locations you can add to your structure. Each component uses a number of building spaces, and any room that uses multiple building spaces must have the building spaces next to each other (horizontally or vertically).

In most of the cases, building a structure takes one workweek per 2,500 gp of the total cost of the building spaces plus any room you buy (500 gp worth of advancement per day of building). This also applies when adding more building spaces or components to an already built a base. The Dungeon Master can decrease or increase the gold pieces per day to make the building time shorter or longer.

ROOM PREREQUISITES

Some rooms will require to have hirelings and/or other rooms to function. All prerequisites must be met to be an active room or area or for being able to use the benefits it gives. If it requires another room, the level is the minimum you need to have to fulfill the prerequisite.

HIRELINGS

If a room requires one or more hirelings to maintain the room up and running, each of these hirelings must be paid to retain their service and keeping the room active. Alternatively, a character can take the position used by a hireling, making the room active only when that character is in the base. To do so, the character must be proficient with the related skill, tool, or anything else that the Dungeon Master determines.

Hireling	Pay per Day	Base Stat (Source)
Acolyte	2 gp	Acolyte (MM)
Alchemist	2 gp	Alchemist (CaW)
Apprentice	2 gp	Apprentice Wizard (MPMM)
Clerk	2 gp	Commoner (MM)
Cook	2 gp	Commoner (MM)
Groom	2 sp	Commoner (MM)
Guard	2 gp	Guard (MM)
Interrogator	2 sp	Guard (MM)
Laborer	2 sp	Commoner (MM)
Librarian	2 gp	Commoner (MM)
Servant	2 sp	Commoner (MM)
Smith	2 gp	Commoner (MM)
Trainer	2 gp	Commoner (MM)
Valet	2 sp	Commoner (MM)

In general, if a room requires hirelings, you will also need to have some kind of lodging for them, such as barracks for guards, and servant rooms or bedrooms for other hirelings that are living in the base.

ALCHEMIST

Medium humanoid (any race), any alignment

Armor Class 12 (leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	16 (+3)	14 (+2)	11 (+0)

Skills Arcana +5, Nature +5

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 2 (450 XP)

Potion of Resistance (1/Day). As a bonus action, the alchemist can drink a potion to gain resistance against one damage type from the following list for 1 minute: bludgeoning, piercing, slashing, cold, fire, or lightning.

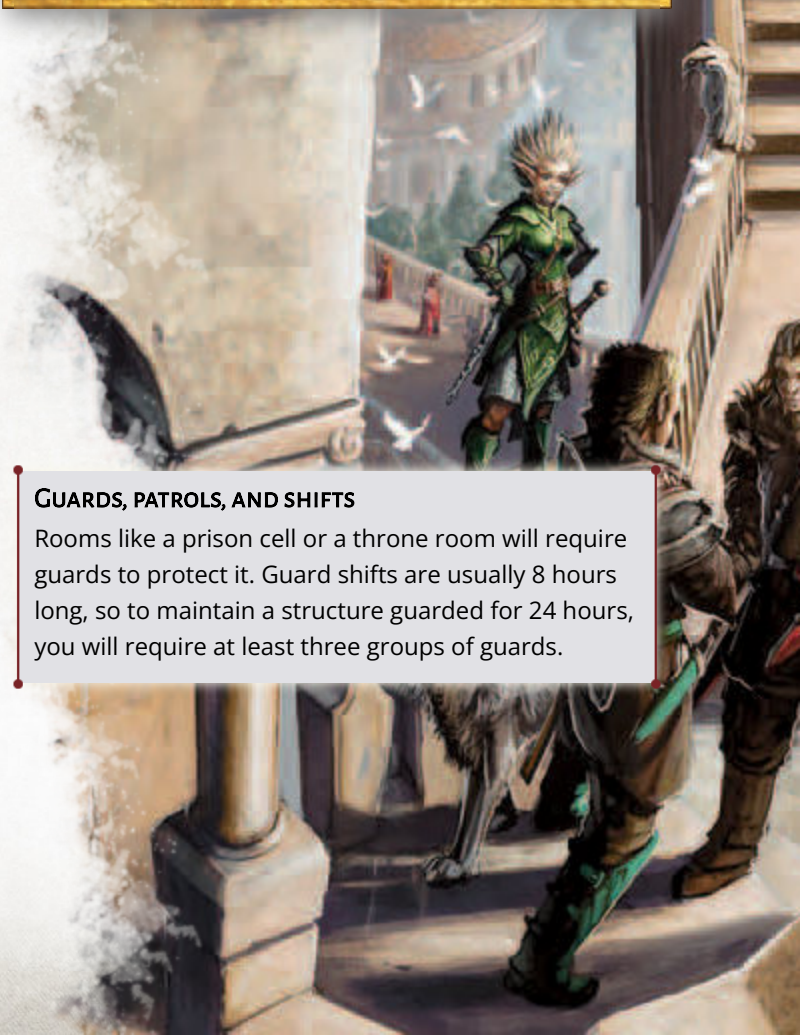
ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage.

Alchemical Bomb. The alchemist throws an alchemical bomb to one creature it can see within 30 feet of it. The target must make a DC 13 Dexterity saving throw, taking 6 (2d6) damage on a failed save, or half as much damage on a successful one. The damage type is determined by rolling a d4 (1: acid, 2: cold, 3: fire, 4: poison).

GUARDS, PATROLS, AND SHIFTS

Rooms like a prison cell or a throne room will require guards to protect it. Guard shifts are usually 8 hours long, so to maintain a structure guarded for 24 hours, you will require at least three groups of guards.



ROOM LIST

Room	Building Spaces (BS)	Cost	Prerequisites
Alchemist's lab			
Level 1	1	600 gp	—
Level 2	1	1,300 gp	1 alchemist
Armory			
Level 1	1	500 gp	—
Level 2	1	1,900 gp	—
Auditorium			
Level 1	2	700 gp	—
Level 2	2	1,400 gp	—
Barbican	1	500 gp	2 guards per shift
Barracks	1	500 gp	—
Bath			
Level 1	1/2	300 gp	—
Level 2	1	1,100 gp	—
Level 3	2	2,700 gp	1 servant, 1 valet
Bedroom suite			
Level 1	1	700 gp	—
Level 2	1	1,100 gp	—
Level 3	2	2,700 gp	1 valet
Bedrooms			
Level 1	1	500 gp	—
Level 2	1	700 gp	—
Level 3	2	1,600 gp	1 valet
Common area			
Level 1	1	400 gp	—
Level 2	1	600 gp	—
Courtyard			
Level 1	1	400 gp	—
Level 2	1	600 gp	—
Level 3	1	1,500 gp	1 servant
Dining hall			
Level 1	2	600 gp	Level 1 kitchen
Level 2	2	1,200 gp	Level 2 kitchen, 1 servant
Level 3	2	2,500 gp	Level 3 kitchen, 2 servants
Dock (air)	2	4,300 gp	6 laborers
Dock (water)			
Level 1	1	500 gp	2 laborers
Level 2	1	1,100 gp	4 laborers
Level 3	1	2,900 gp	6 laborers
Gatehouse	1/2	300 gp	—
Guard post	1/2	300 gp	At least 1 guard per shift
Interrogation chamber	1	800 gp	1 interrogator, 1 guard per shift
Kitchen			
Level 1	1	600 gp	1 cook
Level 2	1	1,300 gp	2 cooks
Level 3	2	2,900 gp	6 cooks
Labyrinth	1	500 gp	—
Library			
Level 1	1	600 gp	—
Level 2	1	1,700 gp	—
Level 3	1	4,500 gp	1 librarian
Magic laboratory			
Level 1	1	800 gp	—
Level 2	1	2,000 gp	1 apprentice

ROOM LIST (CONTINUATION)

Rom	Building Spaces (BS)	Cost	Prerequisites
Prison cell	1/2	300 gp	1 guard per shift
Servant's quarters	1	400 gp	—
Shrine			
Level 1	1	500 gp	—
Level 2	2	1,400 gp	1 acolyte
Level 3	3	3,400 gp	2 acolytes
Shop			
Level 1	1	500 gp	1 clerk
Level 2	1	1,100 gp	2 clerks
Level 3	2	2,200 gp	2 clerks, 2 guards per shift
Smithy			
Level 1	1	600 gp	1 smith
Level 2	1	1,300 gp	1 smith
Stable			
Level 1	1	500 gp	1 groom
Level 2	1	900 gp	1 groom
Level 3	1	3,100 gp	2 grooms
Storage Room			
Level 1	1	400 gp	—
Level 2	1	700 gp	—
Level 3	1	1,100 gp	1 clerk
Study/Office			
Level 1	1/2	400 gp	—
Level 2	1	1,300 gp	—
Level 3	1½	3,450 gp	1 clerk
Tavern			
Level 1	1	1,200 gp	2 servants
Level 2	1	1,700 gp	3 servants
Level 3	1	3,200 gp	4 servants
Throne room			
Level 1	1	800 gp	2 servants
Level 2	2	1,400 gp	2 servants, 2 guards per shift
Level 3	3	5,200 gp	2 servants, 4 guards per shift
Training area (combat)	2	1,800 gp	1 trainer
Training area (language or tool)	1	1,200 gp	1 trainer
Training area (social)	1	800 gp	1 trainer
Trophy hall			
Level 1	1	700 gp	—
Level 2	2	1,300 gp	1 guard per shift
Workplace			
Level 1	1	600 gp	—
Level 2	1	1,300 gp	—

ROOM LIST

The following section have an alphabetical list of all the rooms and other areas you can add to a structure. Each one is divided between one to three different levels, which determines the size, cost, characteristics, and benefits, if any. It can also help to determine the quality of construction materials, furniture, and other distinctive elements that makes a room special.

ALCHEMIST'S LAB

In the mystical sanctum of the alchemist's laboratory, ancient tomes and intricate apparatuses create an awe-inspiring atmosphere. The room is bathed in the soft glow of flickering candles, and the air is loaded with a mystical aura. Cauldrons bubble with mysterious concoctions while filling the air with mist that dances in the air. Enigmatic symbols adorn surfaces, offering subtle glimpses of alchemical formulas and instructions for brewing a concoction. Shelves are lined with a vast array of rare materials, exotic herbs, vials, and tools used by the alchemist, a figure of wisdom who conducts delicate and precise experiments and mixtures to craft elixirs and other alchemical concoctions while seeking to unlock the mysteries of the elements.

LEVEL 1

The room is filled with vials, flasks, burners, and other alchemical equipment. A small fireplace stands in one wall to heat the room and for providing the necessary fire for alchemical recipes created here. The floor is rough wood or stone, stained with chemicals, and there are shelves lined in the walls stocked with various alchemical reagents.

Size: 1 Building Space

Cost: 600 gp

Prerequisites: None

Benefit: An alchemist's supplies is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

LEVEL 2

An alchemist has every tool he or she might need. This includes everything from the level 1 alchemist's lab, plus more ingredients and a larger number of tools. The walls are covered with blackboards where all sorts of notes can be scrawled, and the floor is made of rough tile.

Size: 1 Building Space

Cost: 1,300 gp

Prerequisites: One alchemist

Benefit: A total of four alchemist's supplies are always considered to be present in this room. A single character using this laboratory and having its resources all to himself can roll with advantage when making a check using the alchemist's supplies. Alternatively, up

to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with an alchemist's supplies.

ARMORY

An armory is a location where the whispers of past battles resonate through the air. Racks of weaponry and armor fill the walls, and shields adorned with crests proudly hang on the weathered stone walls, contributing to the majesty of the chamber. The scent of oiled steel and polished leather permeates the air, while flickering torches casts dancing shadows upon the arsenal. The atmosphere is steeped in martial prowess, a testament to the legacy of warriors and past battles. Here, amidst the clink of metal, the valor and defense are embodied, standing as a symbol of resilience and protection.

LEVEL 1

Racks of armor and weapons fill the room, ready for being used when its time to defend against an attack.

Size: 1 Building Space

Cost: 500 gp

Prerequisites: None

Benefit: This room has enough space to hold equipment for 25 soldiers, though the price doesn't include such gear.

LEVEL 2

Similar to the level 1 armory, this room provides armor and weapons to the defenders of the place, but it also have various murals and other artwork depicting the glories of war cover the walls of this armory.

Size: 1 Building Space

Cost: 1,900 gp

Prerequisites: None

Benefits: As with the level 1 version, this area has sufficient armor and weapon racks to equip 25 soldiers. This room includes 25 chain shirts, and 25 sets between the following two options.

- A shield and a spear.
- A light crossbows with 20 crossbow bolts.

When buying this room, you must decide how many options of each set you will acquire. They can be all of one, or a mix of both.

AUDITORIUM

A performance hall, adorned with vibrant tapestries and ornate frescoes, emanates a rich cultural ambiance. Torchlit alcoves illuminate a grand stage framed by velvet curtains, inviting troubadours, jesters, and minstrels to entertain the gathered audience. Wooden benches and cushioned seats line the hall, while the aroma of mead and incense mingles with the anticipation of revelry. The air thrums with melodies, jests, and theatrical tales, echoing off stone walls adorned with sculptures and intricate carvings. Here, amidst an atmosphere steeped in creativity, patrons embrace the wonder of artistry, celebrating the richness of life through music, theater, and arts.

LEVEL 1

While any great hall can be used for performances, the auditorium is a space designed with acoustics and artistic appreciation in mind.

Size: 2 Building Spaces

Cost: 700 gp

Prerequisites: None

Benefit: Up to 30 individuals can fit in here for a service. A character that is proficient with the Charisma (Performance) skill adds twice its proficiency bonus when making a check with that skill in this room.

LEVEL 2

A level 2 auditorium offers plush and cushioned seating for the audience, and a stage that can be moved or adjusted as necessary for performance of theater, orchestra, or choir.

Size: 2 Building Spaces

Cost: 1,400 gp

Prerequisites: None

Benefit: Up to 30 individuals can fit in here for a service. A character that is proficient with the Charisma (Performance) skill gains advantage when making a check with that skill in this room. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a Charisma (Performance) check.

BARBICAN

A barbican, a fortified gateway, stands sentinel with formidable stone walls and battlements. Topped with crenellations, it guards the entrance, flanked by imposing towers and a sturdy portcullis. Drawbridges span over moats, evoking an aura of defense and security. Within its stout walls, narrow passageways wind around arrow slits and guard chambers, while echoes of clanking armor and whispered sentry calls permeate the air. A sense of vigilance prevails as this bastion serves as the initial defense, preserving the inner sanctum of the stronghold, a testament to engineering and the unwavering protection of its inhabitants.

Size: 1 Building Space

Cost: 500 gp

Prerequisites: Two guards per shift

Benefits: This room sits atop a gate or gatehouse, usually in an exterior wall. It features murder holes and arrow slits in the floor. The barbican requires two guards on duty at all times. Guards can attack through the murder holes and arrow slits to the area below to defend the door or portcullis to enter the structure.

BARRACKS

A hive of military activity, comprises austere yet functional chambers within a sturdy stone structure. Rows of wooden bunks line the walls beneath rugged timber ceilings, adorned with weaponry and armor. Torchlit corridors lead to training yards and armories, resonating with the sounds of sparring and weapon drills. The air carries scents of leather, sweat, and hearth smoke, fostering camaraderie among soldiers. Commanders strategize amidst maps and battle plans, while a disciplined atmosphere pervades, instilling valor and unity among the troops who call this fortified bastion their home in preparation for martial endeavors.

Size: 1 Building Space

Cost: 500 gp

Prerequisites: None

Benefit: This room contains up to ten simple wooden beds with straw mattresses, and a footlocker sits at the end of each bed for personal belongings. The room can hold ten people (usually guards or soldiers).

If you are looking for a higher class of quarters for officers and such, check the bedroom instead.

BATH

A haven of relaxation, exudes rustic simplicity within stone walls adorned with tapestries. A wooden tub, filled by heated water carried from cauldrons, emit soothing steam. Fragrant herbs and oils infuse the air, mingling with the sound of trickling water from ladles. Soft candlelight flickers, casting gentle shadows on mosaic tiles adorning the floor. Visitors lounge on wooden benches, immersed in warmth and tranquility, embracing the luxury of respite. Amidst the crackling of the hearth, this humble yet rejuvenating sanctuary offers solace from the rigors of life, allowing moments of indulgence and rejuvenation.

LEVEL 1

This standard, sparsely furnished room contains a simple wooden or metal tub and a chamber pot or two, along with some rough wooden benches for seating.

Size: 0,5 Building Spaces

Cost: 300 gp

Prerequisites: None

Benefit: This room has space for one character. When the character takes a short rest, the amount of hit points are doubled when it spends a hit dice to regain hit points.

LEVEL 2

This bathroom comes complete with a large tub, a chamber pot under a chair, and a means of disposing of the contents of the chamber pot easily. This can take the form of a chute to an underground disposal area, an open window over a gutter, or whatever you like. A fireplace allows you to heat water for baths, a cabinet holds plenty of towels, and a dressing screen separates part of the room.

Size: 1 Building Space

Cost: 1,100 gp

Prerequisites: None

Benefit: This room has space for one character. When the character takes a short rest, the amount of hit points are doubled when it spends a hit dice to regain hit points. Additionally, that character gains 1d4 temporary hit points, which last until they are lost or when the character finishes a long rest.

LEVEL 3

This room features a tub large enough for three people to bathe in, plus a large fireplace for heating both the room and the water necessary for a warm bath. Two chamber pots with padded and upholstered leather chairs are here. Servants empty these on a regular basis. A carved cabinet holds a variety of thick towels, and a wardrobe full of fine dressing gowns stands nearby. Fine stuffed chairs are scattered about the place.

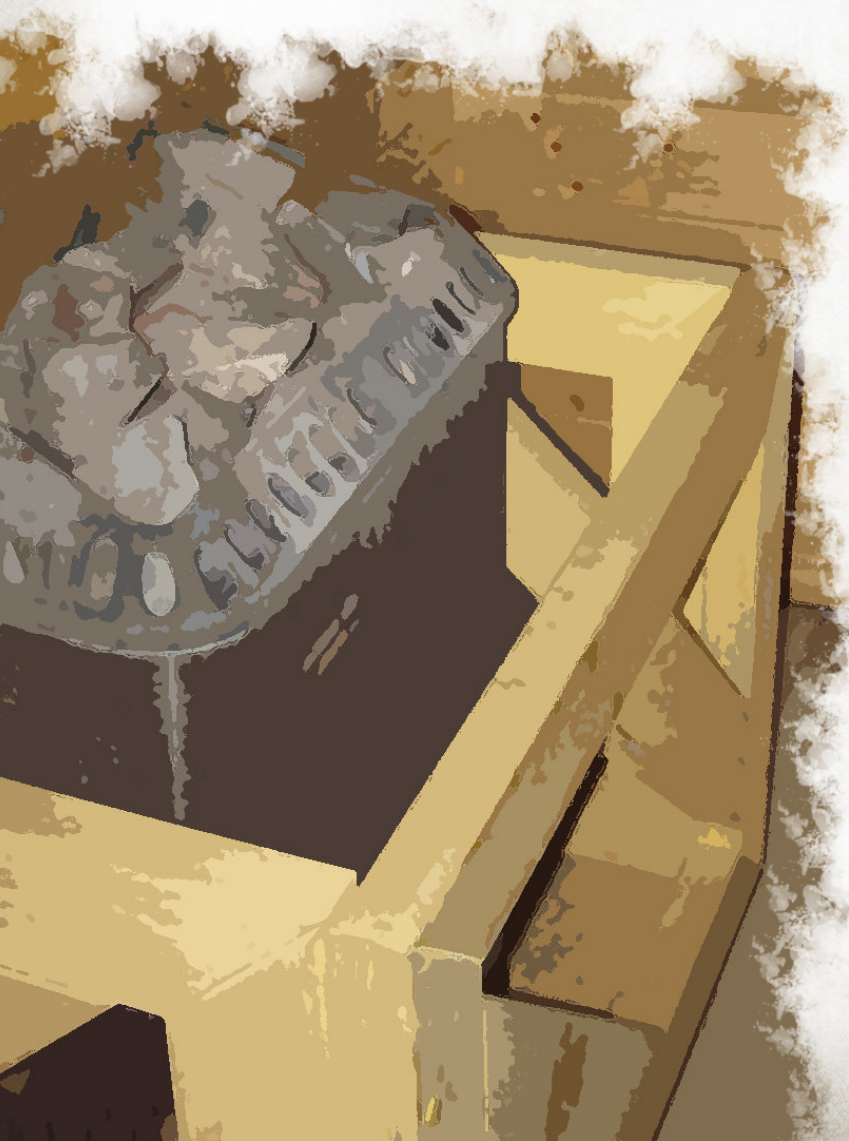
The dressing table features three gilt-framed mirrors and the finest in grooming products, including aromatic perfumes, gilt-handled brushes, and so on. The walls are adorned with fine art.

Size: 2 Building Spaces

Cost: 2,700 gp

Prerequisites: One servant to keep the bath clean and one valet to assist the bathers

Benefit: This room has space for three characters. When the characters take a short rest, the amount of hit points are doubled when it spends a hit dice to regain hit points. Additionally, each character gains 1d6 temporary hit points, which last until they are lost or when the character finishes a long rest.



BEDROOM SUITE

A bedroom suite, a refuge of opulence and comfort, features intricately carved wooden furniture draped in rich fabrics. Canopied beds adorned with sumptuous tapestries stand as focal points, surrounded by lush cushions and embroidered linens. Dimly lit by torches in ornate sconces, the room exudes a warm, amber glow. Stone walls bear woven tapestries depicting epic tales, while a crackling fireplace casts dancing shadows. A writing desk rests by leaded glass windows, inviting quiet contemplation. The air carries scents of lavender and beeswax, fostering an ambiance of regal repose where nobles retire, finding respite in lavish luxury within their private sanctuary.

LEVEL 1

This master bedroom includes a walk-in closet and privy. The furnishings are rough, but they include a straw bed on a low frame, two chests of drawers and a mirror hanging on one wall. The bedclothes are made of rough cotton, wool, or even burlap, and the blanket is often a patchwork quilt made of whatever was available. A couple of rough benches form a sitting area next to a small table.

Size: 1 Building Space

Cost: 700 gp

Prerequisites: None

Benefit: This room has space for up to two characters. Characters that live here can keep a comfortable lifestyle at no extra cost.

LEVEL 2

This master bedroom comes complete with a well appointed walk-in closet filled with fine clothing and a tastefully adorned privy. The bed rests on a handsome frame and includes a mattress made of cotton batting. The sheets are of fine cotton, and the blankets are wool. Two finely carved bureaus are here, in which are kept stylish clothes. A bell rests on each bed stand so that the occupants can easily call for the servants. The bedroom suite also includes a pair of upholstered benches and a small writing desk.

Size: 1 Building Space

Cost: 1,100 gp

Prerequisites: None

Benefit: This room has space for up to two characters. Characters that live here can keep a wealthy lifestyle at no extra cost. In addition, when a character finishes a long rest while in this room, you can reduce the character's exhaustion level by 2, provided that the character has also ingested some food and drink.

LEVEL 3

The walk-in closet features rows of shelves for boots and shoes, plus handmade hangers for the finest in clothing. The walk-in garderobe allows two individuals to see to their privy needs in privacy and comfort. In the main room, there are two marble-topped bureaus

filled with clothes. The four-poster bed is made of the finest wood hung with the wispiest of linens, and the mattress and the blankets are stuffed with feathers. The sheets are silk. A pair of stuffed chairs sits in one corner. In another, a finely polished and fully stocked writing desk waits to be used.

Size: 2 Building Spaces

Cost: 2,700 gp

Prerequisites: One valet

Benefit: This room has space for up to two characters. Characters that live here can keep an aristocratic lifestyle at no extra cost. In addition, when a character finishes a long rest while in this room, you can reduce the character's exhaustion level by 3, provided that the character has also ingested some food and drink.



BEDROOMS

Bedrooms, serene yet functional, feature simple wooden furniture and tapestries adorning stone walls. Canopied beds draped in coarse linens offer respite, nestled beneath heavy beams and thatched roofs. Dim candlelight flickers on rough-hewn floors, casting shadows over basic furnishings—a chest for belongings, a wooden stool, and a modest washbasin. Scents of dried herbs and the faint crackle of hearth fires infuse the air, while small windows let in a modicum of light. Amidst this humble setting, slumber finds its place, providing a modest but comforting haven for rest in the midst of a simpler life.

LEVEL 1

This area contains two smaller bedrooms, possibly with a connecting door. The furnishings in each room are rough, including a straw bed on a low frame, a single chest of drawers, and a mirror hanging on one wall. The bedclothes are made of rough cotton, wool, or even burlap, and the blanket is often a patchwork quilt made of whatever was available.

Each room also has a rough bench sitting in front of a small table. This component includes a privy, though it need not be attached or adjacent to the bedroom component itself.

Size: 1 Building Space

Cost: 500 gp

Prerequisites: None

Benefit: This area have space for to two individuals in separate rooms. Characters that live here can keep an modest lifestyle at no extra cost.

LEVEL 2

This area contains two smaller bedrooms with a connecting door. Each room has a bed that rests on a handsome frame and includes a mattress made of cotton batting. The sheets are of fine cotton, and the blankets are wool.

Each room has a finely carved bureau and a handsome wardrobe. A bell rests on a bed stand next to each bed so that the occupants can easily call for the servants. In addition, there's an upholstered bench and a small writing desk. This component includes a privy, though it need not be attached or adjacent to the bedroom component itself.

Size: 1 Building Space

Cost: 700 gp

Prerequisites: None

Benefit: This area have space for up to to four individuals in two separate rooms. Characters that live here can keep an comfortable lifestyle at no extra cost.

LEVEL 3

This area contains two smaller bedrooms with a connecting door. Each room features a marble topped bureau and a gorgeous wardrobe. The fourposter bed is made of the finest wood hung with the wispiest of

linens, and the mattress and the blankets are stuffed with feathers. The sheets are silk.

A stuffed chair sits in one corner. In another, a finely polished and fully stocked writing desk waits to be used. The walls are adorned with fine art, often of people in positions of repose. Sometimes they feature dreamy scenes filled with pleasant nymphs or other fantastic or heavenly scenes. This component includes a privy, though it need not be attached or adjacent to the bedroom component itself.

Size: 2 Building Spaces

Cost: 1,600 gp

Prerequisites: One valet

Benefit: This area have space for up to to four individuals in two separate rooms. Characters that live here can keep an wealthy lifestyle at no extra cost. The luxuriousness of the room requires a single valet, who can be called with any of the bells positioned around the rooms.

COMMON AREA

A common area is an expansive hall adorned with weathered banners and tapestries depicting mythical legends. Grand hearths crackle, casting a warm glow on sturdy wooden tables and benches. A bubbling cauldron brews exotic concoctions while books and scrolls rest on worn shelves, inviting tales and knowledge sharing. Plush rugs soften stone floors as adventurers huddle over maps, planning expeditions. Bards' melodies drift from a corner stage adorned with instruments. Laughter and camaraderie fill the air amidst the scent of hearty stews and mead. This bustling space embodies unity, where diverse souls converge, sharing stories, skills, and dreams amidst a world of fantastical possibility.

LEVEL 1

This plain room features bare floors with a few benches and walls with uninspiring artwork or tapestries.

Size: 1 Building Space

Cost: 400 gp

Prerequisites: None

Benefit: This area does not give any type of benefit, but it might serve as a waiting room, a general meeting area, or an all-purpose room.

LEVEL 2

This room features polished stone or wood floors with comfortable benches. The walls bear impressive murals and sound-dampening curtains.

Size: 1 Building Space

Cost: 600 gp

Prerequisites: None

Benefit: This area does not give any type of benefit, but it might serve as a fancier waiting room, a general meeting area, or an all-purpose room.

COURTYARD

A courtyard, framed by imposing stone walls adorned with weathered banners, exudes a rustic charm. Cobblestone paths crisscross between herb gardens and a central fountain, its waters cascading into a worn basin. Wooden benches offer respite beneath climbing ivy and the shade of gnarled trees. A well, the heart of the square, echoes with pulley creaks as residents draw water. Sounds of bustling markets resonate, mingling with the clattering hooves of steeds. Above, fluttering pennants herald the castle's presence. In this bustling yet intimate space, life thrives—a hub of activity and community within the stronghold's protective embrace.

LEVEL 1

Sometimes called a bailey, this large open space is surfaced either with gravel or patches of grass. It has no roof. Some flowers might appear around the edges of the area. Paths are worn through the center by people walking around the place. A rough bench or two sits here too.

Size: 1 Building Space

Cost: 400 gp

Prerequisites: None

Benefit: This area does not give any type of benefit, but it helps to beautify your base.

LEVEL 2

This courtyard features some grass, but the paths are paved with cobblestones or bricks. Wrought-iron benches are placed strategically throughout the place, and a simple fountain sits in the center of the area, surrounded by paving stones as well. A bust or two stand on pedestals in strategic locations

Size: 1 Building Space

Cost: 600 gp

Prerequisites: None

Benefit: This area does not give any type of benefit, but it helps to beautify your base.

LEVEL 3

This well-appointed courtyard is paved entirely with smoothly cut flagstones. A massive fountain forms the centerpiece, in which water pours endlessly from a masterfully carved statue dedicated to the higher power of the builder's choice. Statuary is placed tastefully throughout the area, and cushioned benches (usually of iron or fine wood trimmed with gold) are scattered about the place.

Size: 1 Building Space

Cost: 1,500 gp

Prerequisites: One servant for handling the gardening and other upkeep

Benefit: This area does not give any type of benefit, but it helps to beautify your base.



DINING HALL

A dining hall, a majestic expanse, resonates with opulence and camaraderie. Long wooden tables stretch beneath a vaulted ceiling adorned with banners. Candlelight flickers on silverware and goblets, casting a warm glow on feasts of roasted meats, fruits, and steaming bread. Minstrels strum melodies as tapestries depict grand tales. Noble lords and ladies converse amidst echoes of clinking goblets and hearty laughter. Servants scurry amid the aromas of spices and hearth fires, while the hall, a hub of revelry, embodies the unity and bounty of a shared feast, a cornerstone of communal celebration and indulgence.

LEVEL 1

A level 1 dining hall comes with long, rough, rectangular tables and benches distributed across the room. A fireplace sits at one end of the place, providing warmth for all. The walls of such a place are often decorated with hanging weapons, animal heads, and the like. The floor is usually either made of worn wood or rough stone.

Size: 2 Building Spaces

Cost: 600 gp

Prerequisites: Level 1 kitchen

Benefit: This room have space for sitting 30 people that can eat and drink anything made in the kitchen.

LEVEL 2

This upscale version of the standard dining hall includes finely made tables surrounded with chairs instead of benches. The fireplace usually dominates the center of the room, the smoke drawn into a stony hood that goes into the ceiling. This provides a more even distribution of heat (and more equitable comfort level) in the room. The mural-covered walls depict local legends or the pantheon of deities respected by the owner. The floor is made of fine flagstones or polished wood.

Size: 2 Building Spaces

Cost: 1,200 gp

Prerequisites: Level 2 kitchen, one servant to bring food and removing plates.

Benefit: This room have space for sitting 40 people that can eat and drink anything made in the kitchen.

LEVEL 3

This well-appointed room is dedicated specifically for hosting large meals. In some cases, it features a long, polished wooden or marble-topped table stretching from one end of the place to another. An exquisitely carved chair at the head of the table traditionally faces the main entrance to the room, allowing the head of the household full view of the room.

Size: 2 Building Spaces

Cost: 2,500 gp

Prerequisites: Level 3 kitchen, two servants to bring food and remove empty dishes.

Benefit: This room have space for sitting 50 people that can eat and drink anything made in the kitchen

DOCK, AIR

The airship dock stands tall, a timber-framed structure adorned with mystical runes. Crow's nests perch atop wooden spires, overseeing bustling activity below. Mooring masts with intricate pulley systems sway gently, welcoming majestic airships with billowing sails and brass fittings. Engineers clad in leather harnesses adjust steam engines amidst the scent of burning coal and echoing clangs of metal. Cargo cranes hoist enchanted crates onto the docks, while merchants barter goods. A sense of adventure permeates the air as crewmates, clad in leather and goggles, ready their vessels for skyward journeys. In this bustling haven, dreams and technology unite, heralding an era of airborne exploration.

An air dock

Size: 2 Building Spaces

Cost: 4,300 gp

Prerequisites: Six Laborers

Benefit: This component can support up to three airships, and there are several elevators and cranes to rise or lower the cargo and a stairway connected to the central tower to allow passengers to move to the airship or to the building. Additionally, you repair 2 hit points of damage on each day and it cost 10 gp for materials and labor.



DOCK

A ship dock, a bustling hub, hosts wooden piers extending over serene waters. Tethered boats bob gently, adorned with weathered sails and patched hulls. Seagulls swoop above fishermen hauling their day's catch, while merchants unload exotic goods from creaking crates. Aromas of saltwater and fish mingle with the tang of tar and aged wood. Dockworkers, clad in worn attire, mend nets and hoist barrels amidst jovial banter. Taverns echo with tales of voyages and seafaring lore. In this maritime sanctuary, the ebb and flow of life intertwine, weaving tales of trade, exploration, and the enduring spirit of coastal communities.

LEVEL 1

A dock allows ships to load or unload people or cargo from or to the building. It's common for storage spaces, shops, and taverns to be placed near the docks for the convenience of travelers and sailors. This structure is only appropriate for buildings that overlook a river, sea, or other body of water.

Size: 1 Building Space

Cost: 500 gp

Prerequisites: Two Laborers

Benefit: This component can support up to two keelboats, longships, rowboats, or sailing ships, but not warships or galleys.

LEVEL 2

Similar to the level 1 dock, this larger and more complete structure can accommodate up to two of the largest of vessels.

Size: 2 Building Spaces

Cost: 1,100 gp

Prerequisites: Four Laborers

Benefit: This component can support up to two galleys and warships, or four smaller craft.

LEVEL 3

An extended dock fitted with a series of pulleys, lifts, and rigging, this extended dock not only allows for hasty unloading of cargo, but also for the lifting of vessels into the air to effect complete repairs, overhauls, or even construct new hulls.

Size: 2 Building Spaces

Cost: 2,900 gp

Prerequisites: Six Laborers

Benefit: This component can support up to two galleys and warships, or four smaller craft. You can also repair a ship that is docked in this area by spending 10 gp for materials and labor, repairing 2 hit points of damage on each day.

GATEHOUSE

A gatehouse, a formidable guardian, stands sentinel between towering stone walls, its portcullis raised to allow passage. Battlements crown the structure, overlooking a sturdy wooden gateway flanked by towers. Watchmen survey the horizon from arrow slits, vigilant beneath weathered banners. Heavy doors adorned with iron studs lead to a winding passage lined with murder holes. Above, a guardroom bustles with armored sentinels and crackling hearths. The air resonates with the clank of armor and the whispered anticipation of arrivals. This fortified gateway embodies protection and authority, marking the threshold to a realm safeguarded by unwavering vigilance.

Size: 0,5 Building Spaces

Cost: 300 gp

Prerequisites: None

Benefit: This space usually serves as a primary entrance into the stronghold (or one of many entrances). As its name suggests, the gatehouse includes a gate (and a drawbridge, if stationed adjacent to a moat). Most gatehouses are fortified with a barbican, a guard post, or both, which are rooms that can be purchased separately.





GUARD POST

Perched on a stone outcrop, a medieval guard post overlooks rolling hills, its wooden parapets weathered by time. Flags flap in the breeze above a stout door reinforced with iron. From this vantage, archers scan the horizon through narrow slits, ever watchful. Torches flicker, casting shadows on the worn cobbles where vigilant guards patrol. A single bell tolls to signal approaching danger, echoing across the land. Within this bastion of vigilance, the air hums with whispered warnings and the shared commitment to safeguarding the realm, a solitary yet steadfast sentinel in the medieval landscape.

Size: 0,5 Building Spaces

Cost: 300 gp

Prerequisites: At least one guard per shift (suggested: two per shift)

Benefit: Commonly built on top of towers to keep watch upon the surrounding environs and near gatehouses to guard the structure entrance. If part of the exterior wall, it includes arrow slits instead of windows. This room allows guards to keep watch upon the surrounding environs. It may include an alarm bell or horn to inform of an invasion or attack by enemy forces.

INTERROGATION CHAMBER

In an interrogation chamber, torchlight flickers on damp stone walls adorned with haunting shadows. A solitary table stands in the center, bearing ominous implements and quills atop parchment. Chains dangle ominously, while iron rings on walls hint at captivity. A single, worn chair sits opposite a stern inquisitor, whose presence looms over a lone figure. Muted whispers and the echo of probing questions pierce the heavy air. Suspense thrives in the atmosphere, where dread and uncertainty swirl amid the weight of inquiries, this chamber serving as an ominous theater for the pursuit of truths shrouded in the dimness of secrecy.

Size: 1 Building Space

Cost: 800 gp

Prerequisites: One interrogator, one guard per shift

Benefit: Wall-mounted shackles allow the interrogator to dangle victims from chains, and a lockable cage in the center can hold a single Medium-size prisoner between sessions. A character is considered to be proficient with the Charisma (Intimidation) skill while questioning someone within this room. If the character is already proficient with the Charisma (Intimidation) skill, it adds twice its proficiency bonus instead. In addition, the use of an interrogation chamber allows retries on intimidation checks every hour against restrained and helpless opponents.

KITCHEN

A kitchen, alive with warmth, emanates savory scents and industrious clamor. Cauldrons simmer over crackling fires, infusing the air with the aroma of roasted meats and bubbling stews. Iron pots hang from beams, while wooden tables overflow with root vegetables and freshly baked bread. Chefs in aprons tend to spits and hearths, their banter mingling with the clatter of utensils. Herbs hang in fragrant bunches, casting a verdant hue over rough-hewn stone walls. Amidst flickering torchlight, this bustling heart of the structure sustains its inhabitants with hearty fare, embodying the vitality and communal spirit of medieval life.

LEVEL 1

This rudimentary stone- or wood-floored kitchen centers around a fireplace or stove. It includes a pantry, in which basic foodstuffs are stacked on shelves or hung from the ceiling. The kitchen includes pots and pans made of tin. A scullery provides storage for brooms and rags, along with a basin for washing dishes and laundry.

Size: 1 Building Space

Cost: 600 gp

Prerequisites: One cook

Benefit: You can prepare meals for up to 30 people in this space per day.

A cook's utensils is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

LEVEL 2

This well-appointed kitchen features an iron stove, complete with cooking griddle on top and oven beneath, and cast-iron cookware. The scullery keeps cleaning solutions in addition to other supplies. The flooring is often of polished wood or rough tile. Good food fills the well-stocked pantry.

Size: 1 Building Space

Cost: 1,300 gp

Prerequisites: Two cooks

Benefit: You can prepare meals for up to 60 people in this space per day.

A total of two cook's utensils are always considered to be present in this room. A single character using this kitchen and having its resources all to himself can roll with advantage when making a check using the cook's utensils. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with a cook's utensils.

LEVEL 3

This massive kitchen includes two full-sized stoves, each with a griddle, stovetop, and large oven. An open fireplace allows the roasting of foods of any kind, up to and including a full pig. The scullery has two marble basins. The flooring is of polished marble or tile. The pots and pans are made of hammered copper.

Size: 2 Building Spaces

Cost: 2,900 gp

Prerequisites: Six cooks

Benefit: You can prepare meals for up to 100 people in this space per day.

A total of six cook's utensils are always considered to be present in this room. Two characters using this kitchen and having its resources all to themselves can roll with advantage when making a check using the cook's utensils. Alternatively, up to six characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with a cook's utensils.

LABYRINTH

A labyrinth, a maze of mystery, winds through verdant hedgerows or weathered stone walls. Winding paths twist and turn, revealing alcoves and intricate patterns. Traps might lie concealed amidst the labyrinthine paths, while ominous whispers reverberate through winding tunnels. Faded symbols etched into stone guide or deceive, while hidden chambers hold cryptic riddles guarding secret passages. The labyrinth beckons adventurers to wander its cryptic passages, offering a quest of exploration within its intricate, puzzling design, challenging the courage and wits of those who dare to navigate its paths in search of elusive freedom.

Size: 1 Building Space

Cost: 500 gp

Prerequisites: None

Benefit: Generally found in dungeon strongholds, a labyrinth room serve to confuse and bewilder foes, and perhaps trap them forever. Alternatively, it can be purchased as a hedge maze for an outdoor garden labyrinth. You must decide the type and shape of the labyrinth when you build it. It can include some connecting areas, and you can add traps to this room to make it deadlier (or even some creatures), which can be purchased for an extra depending on the trap.

LIBRARY

A library, a sanctuary of knowledge, boasts towering shelves laden with leather-bound tomes and weathered scrolls. Oak tables rest beneath stained glass windows, casting kaleidoscopic hues on polished wooden floors. Dust dances in sunbeams illuminating ancient manuscripts. Scholars, bathed in candlelight, pore over arcane texts amidst the fragrance of aged parchment. Busts of revered thinkers overlook the hallowed space adorned with celestial charts and maps. The air hums with the rustle of turning pages and whispered inquiries. Within these hallowed walls, wisdom and discovery intertwine, offering seekers a haven for scholarly pursuits and the timeless pursuit of enlightenment.

LEVEL 1

Plain wooden shelves of books fill this room, arranged in any manner you desire. One or two small tables allow people to read the books, and a single lectern allows you to read a book while standing.

Size: 1 Building Space

Cost: 600 gp

Prerequisites: None

Benefit: This library can hold up to two different lots of books on specific subjects. For example, it could contain books on religion and arcana.

LEVEL 2

Fine polished shelves extend from this chamber's tile or wooden floor to the ceiling above. Several ladders allow access to upper shelves. Several small tables scattered throughout the place allow researchers space to work.

Size: 1 Building Space

Cost: 1,700 gp

Prerequisites: None

Benefit: This library can hold up to three different lots of books on specific subjects. For example, it could contain books on religion, general knowledge, and nature.

Additionally, when doing the research downtime activity, the gold spent is reduced to half.

LEVEL 3

Floor-to-ceiling glass-fronted cabinets with top-hinged doors keep the books here in pristine condition. The ladders slide along on wheels and rails for both safety and convenience. The marble floor has symbols inlaid that denote the section of the library in which you stand.

The library includes two private study carrels and a number of smaller tables. A single large table allows a researcher more space to spread out texts or large maps. A full-time librarian working near the entrance maintains a card catalog that indexes the entire library.

Size: 2 Building Spaces

Cost: 4,500 gp

Prerequisites: One librarian

Benefit: This library can hold up to six different lots of books on specific subjects. For example, it could contain books on religion, general knowledge, nature, arcana, survival, and history.

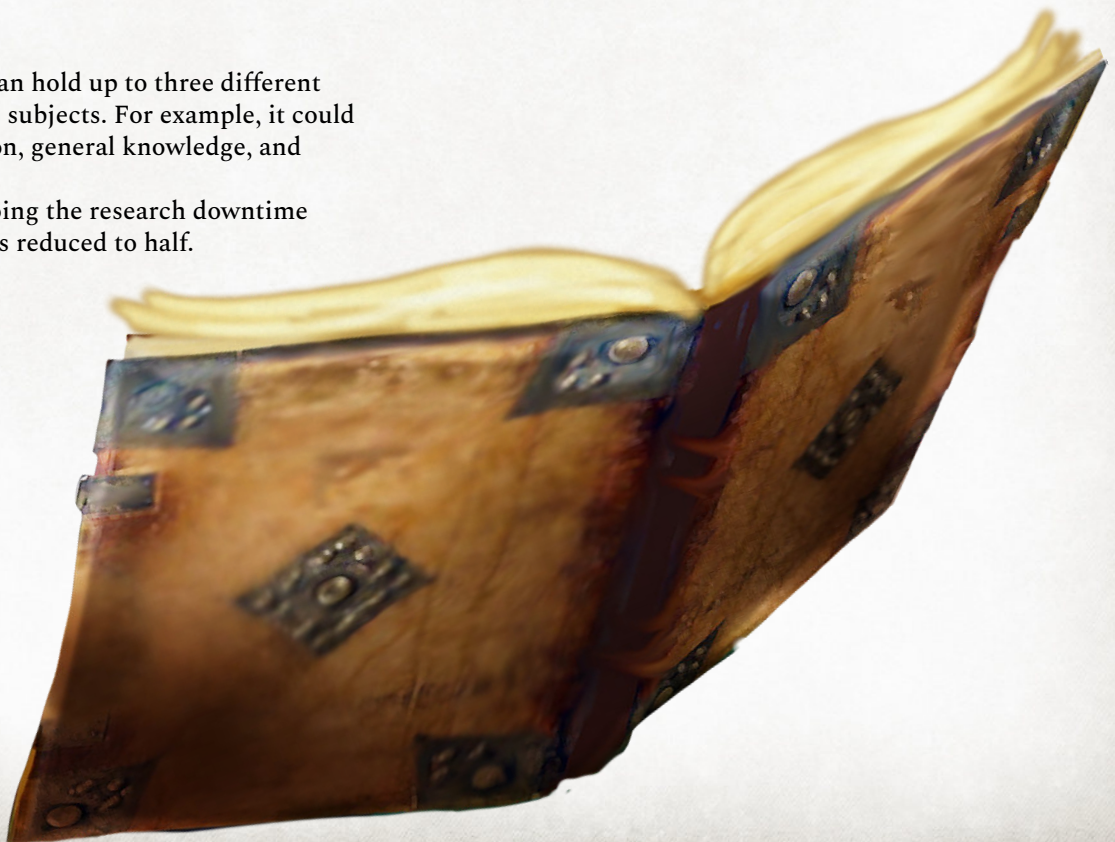
Additionally, when doing the research downtime activity, the gold and time spent is reduced to half.

BOOK LOTS

A library isn't very useful unless books line the shelves. In general, a book lot gives information on specific subjects, such as arcana, religion or medicine.

Each book lot cost 1,000 gp and gives advantage on checks related to the lot subject. Alternatively, a character can purchase a general book lot which costs 3,000 gp and provides a +2 bonus on checks related to investigation and research.

Bonuses from multiple book lots do not stack.



MAGIC LABORATORY

A magic laboratory, an arcane haven, crackles with energy amid bubbling vials and glowing runes. Copper contraptions and alchemical apparatuses adorn wooden tables beneath arcane symbols etched into obsidian walls. Ethereal wisps coil around hovering orbs of mystic essence. Potions simmer on enchanted braziers, emitting vibrant hues and arcane scents. Crystal spheres refract prismatic light, while tomes levitate, pages flipping in whispered incantations. Arcane diagrams and celestial charts adorn chalkboards amidst the thrum of otherworldly energies. In this sanctum of sorcery, wizards weave spells, unlocking the mysteries of the cosmos, where the convergence of magic and science fuels the pursuit of arcane mastery and cosmic understanding.

LEVEL 1

This simple wood- or stone-floored laboratory contains a small mystical library, a writing desk, and a lab table for various magical experiments. The crude furnishings are made of rough wood. A basin sits in one corner, next to an open barrel of water. A fireplace squats against another wall, ready to provide heat as well as any fire that may be necessary.

Size: 1 Building Space

Cost: 800 gp

Prerequisites: None

Benefit: A character using this laboratory can craft a magic item. To complete a magic item, a character needs whatever tool proficiency is appropriate or proficiency in the Arcana skill.

Additionally, if a character is proficient with the Arcana skill, it can double its proficiency bonus when making a check within this room.

LEVEL 2

Similar but superior to the level 1 magic laboratory, this room has every tool the aspiring meddler in magic might need at his ready disposal. The walls of this place are covered with blackboards upon which all sorts of arcane or obscure notes can be scrawled. The rough tile floor allows easy cleaning while also preventing slips and falls. Four basins are in the place, each of which has a barrel of water suspended over it, complete with a tap to permit easy access. An emergency barrel mounted on a hinged platform can be tilted to pour water over a person in case of an emergency.

Size: 1 Building Space

Cost: 2,000 gp

Prerequisites: One apprentice

Benefit: A character using this laboratory can craft a magic item, and the time spent on crafting the item is reduced to half. To complete a magic item, a character needs whatever tool proficiency is appropriate or proficiency in the Arcana skill.

Additionally, a single character using this laboratory and having its resources all to himself can roll with advantage when making an Arcana check within this room. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making an Arcana check within this room.



PRISON CELL

A desolate chamber, bears cold stone walls etched with desperation. Iron bars cast shadows over straw-strewn floors where a single cot rests. Dampness lingers in the air, carrying the scent of decay and confinement. Faint sunlight filters through a solitary barred window, offering a glimpse of distant freedom. Shackles lie abandoned, remnants of anguish. Silence reigns, broken only by the echoes of despair and the occasional drip of water. Within this grim solitude, time crawls as the incarcerated endure their confinement, yearning for reprieve from the oppressive weight of isolation and captivity.

Size: 0,5 Building Spaces

Cost: 300 gp

Prerequisites: One guard per shift

Benefit: This cell includes iron shackles on the walls and hay mattresses strewn about. The standard prison cell comes with six sets of manacles capable of binding a Medium-size creature in a communal cell. Alternatively, you can replace the communal cell with independent jail cells. In this arrangement, each prison cell component includes two to four small cells each capable of holding one or two Medium-size creatures.

A Small creature takes up half the space in a prison cell as a Medium-size creature, Tiny and smaller creatures take up one-fourth the space, a Large creature takes up twice the space of a Medium-size creature, and a Huge creature four times the space. Generally, you can't keep Gargantuan or larger creatures in a simple prison cell, though by buying enough rooms you could get a large enough space. Larger creatures will require specially made manacles, which cost 2,000 gp.

SERVANTS' QUARTERS

In the servants' quarters, simplicity reigns. Low-ceilinged chambers feature modest wooden beds draped in coarse linens. Stone walls bear the patina of time, and flickering candles cast warm light on functional wooden furniture. A central hearth crackles, providing both warmth and a communal gathering point. Well-worn tools and work attire hang from pegs, telling tales of daily toil. Despite its humble ambiance, a sense of camaraderie thrives amidst the shared burdens and whispered conversations. Here, in the quiet quarters, the unsung heroes of the structure find respite, weaving the threads of duty and companionship.

Size: 1 Building Space

Cost: 400 gp

Prerequisites: None

Benefit: These are basic, no-nonsense living quarters. Six slots exist in each such component, separated by thin walls that give the occupants some small semblance of privacy. Each slot has enough room for a bed, a chest of drawers with a small mirror atop it, a small table, and a chair. The furnishing and flooring are all rough but serviceable. Personal decorations hang from the walls. This component includes a privy, though it need not be attached or adjacent to the servants' quarters. This area have space for up to six servants in four separated rooms or in one big room. For specially important servants such as a butler, it's appropriate to put them in a basic bedroom or even a basic bedroom suite.

SHRINE

In this room, opulence meets reverence. Marble columns rise to a celestial dome, bedecked with celestial murals and constellations that gleam with a divine radiance. Altars of gilded intricacy hold sacred relics under ethereal light cascading from stained glass windows depicting epic myths. Fragrant braziers release incense, suffusing the air with divine essence. Intricately carved pews encircle a central dais where an effervescent pool reflects visions of distant realms. Harmonic chants echo in this divine haven, where devoted pilgrims seek solace and communion with benevolent deities, enveloped in an ambiance of transcendent sanctity and otherworldly grace.

LEVEL 1

This space is dedicated to the worship of the higher power of your choice. It includes a simple altar, some rough pews for the worshipers, and an icon of the power in question. There's also a closet for keeping religious supplies and garb in. While you don't necessarily need a cleric around so that you can visit the place and pray in it, official services can only be run here by a person ordained by the higher power your character has chosen.

Size: 1 Building Space

Cost: 500 gp

Prerequisites: None

Benefit: This room is dedicated to one deity (your choice when building this room). If a character takes a short rest praying within this room, it can cast the *divination* spell for free, even if the character can't cast that spell, provided that the character is under the deity's favor. The spell can be used once per day. Up to 40 people can fit in here for a service.

LEVEL 2

This larger shrine features a polished stone altar, handsomely finished pews, and stained glass in the windows. There's also a small dressing room for the cleric to prepare for services in, and in here there's a wardrobe for keeping religious garb and supplies in.

Size: 2 Building Spaces

Cost: 1,400 gp

Prerequisites: One acolyte

Benefit: This room is dedicated up to two deities (your choice when building this room). This room is under the permanent effects of the *hallow* spell (the extra effect is chosen at the moment of building this room). If a character takes a short rest praying within this room, it can cast the *divination* spell for free, even if the character can't cast that spell, provided that the character is under one of the deities' favor. The spell can be used once per day. Up to 60 people can fit in here for a service.

LEVEL 3

This enormous shrine features an altar set with gems and chased with precious metals, gilt-edged pews, and large stained-glass windows. Fine candelabra rest in separate prayer alcoves, and an elegant room with a wardrobe and large desk allows the presiding cleric to prepare for services in comfort. A supply closet holds extra prayer texts, altar cloths, candles, and other religious paraphernalia.

Size: 3 Building Spaces

Cost: 3,400 gp

Prerequisites: Two acolytes

Benefit: This room is dedicated up to three deities (your choice when building this room). This room is under the permanent effects of the *hallow* spell (the extra effect is chosen at the moment of building this room). If a character takes a short rest praying within this room, it can cast the *divination* or the *commune* spell for free, even if the character can't cast that spell, provided that the character is under one of the deities' favor. Each spell can be used once per day. Up to 60 people can fit in here for a service.

SHOP

A shop, a haven of commerce, flaunts wooden beams and a thatched roof, its sign swinging in the breeze. Within, shelves adorned with trinkets and wares entice patrons with vibrant fabrics, gleaming jewelry, and ornate pottery. Aromas of spices and cured meats mingle, drawing passersby. Tradesmen negotiate amidst the chatter, showcasing goods from exotic lands. Quills scratch ledgers while coins clink in bustling exchanges. Tapestries drape the walls, depicting distant realms. The air buzzes with transactions and tales, a tapestry of barter and camaraderie, where the exchange of goods fuels the pulse of daily life within the marketplace.

LEVEL I

This small, cheap storefront comes complete with wooden sign hanging from a pole out front. The main area includes rough shelves and a sales counter, and a back room offers a small amount of storage space. This area allows the structure owners to sell or buy nonmagical items without need to spend time looking for a buyer or seller. This is specially helpful for buying materials or items that are hard to find in the region or when characters go to an adventure for several days.

Size: 1 Building Space

Cost: 500 gp

Prerequisites: One clerk

Benefit: The clerk can buy and sell a total of 6 items at the same time. It takes 1 workweek to sell the items at half of its original price or to buy items at its full price. Alternatively, the clerk can take 2 workweeks to sell the items at its original price or buy items at half of its original price.

LEVEL 2

This shop has a large picture window in the front to draw the eyes of potential customers. The interior features polished wood floors, handsome shelves, and glass cases. The back room offers a small amount of storage. The shop requires two clean and well-dressed clerks. This room allows the structure owners to sell or buy nonmagical and magical items without need to spend time looking for a buyer or seller. This is specially helpful for buying materials or items that are hard to find in the region or when characters go to an adventure for a long time.

Size: 1 Building Space

Cost: 1,100 gp

Prerequisites: Two clerks

Benefit: The clerks can buy and sell a total of 12 items at the same time. It takes 1 workweek to sell the items at half of its original price or to buy items at its full price. Alternatively, the clerks can take 2 workweeks to sell the items at its original price or buy items at half of its original price.

The clerks of this room have a +2 bonus to any checks they must make to buy or sell an item.

LEVEL 3

This marble-floored shop speaks of wealth, both from your side of the counter and that of your customers. A large display window shows off special items, and inside, custom-built locked cases display your wares. Customers can sip from fine wines you offer them while shopping, or rest in stuffed leather chairs when they tire. You sell only the finest merchandise here, and your prices are as high as your stellar quality.

The shop requires a staff of four to operate, including two clerks and two full-time guards. The clerks wait on customers hand and foot—customer satisfaction remains their only reason for getting up in the morning.

Size: 1 Building Space

Cost: 2,200 gp

Prerequisites: Two clerks, two guards per shift

Benefit: The clerks can buy and sell a total of 18 items at the same time. It takes 1 workweek to sell the items at half of its original price or to buy items at its full price. Alternatively, the clerks can take 2 workweeks to sell the items at its original price or buy items at half of its original price.

The clerks of this room have a +5 bonus to any checks they must make to buy or sell an item.

SMITHY

Within a smithy's stone walls, roaring bellows breathe life into blazing forges. Sparks dance as anvils echo under the rhythmic strikes of skilled blacksmiths. Sturdy workbenches display a symphony of tools—hammers, tongs, and quenching troughs. The air resonates with the clang of metal meeting heat, the scent of burning coal, and the hiss of water meeting molten iron. Walls adorned with glowing swords and armor depict the craft's mastery. Amidst billowing smoke and the warmth of smoldering embers, this sanctum of craftsmanship hammers raw ore into exquisite works, embodying the forge's primal essence in the heart of industry.

LEVEL I

This basic smithy features a forge, an anvil, and a full set of metalworking tools. It has a barrel of water in which hot metal can be cooled. The stone walls and dirt or stone floors guard against accidental fires. This area requires the services of a smith.

Size: 1 Building Space

Cost: 600 gp

Prerequisites: One smith

Benefit: A smith's tools are always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

LEVEL 2

Similar to the level 1 smithy, this area features a polished stone floor and marble-encased forge of the highest quality. This area requires the services of a smith.

Size: 1 Building Space

Cost: 1,300 gp

Prerequisites: One smith

Benefit: A total of four smith's tools are always considered to be present in this room. A single character using this smithy and having its resources all to himself can roll with advantage when making a check using the smith's tools. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with an smith's tools.

STABLE

A stable, a rustic haven, exudes the aroma of hay and musk. Timber beams frame sturdy stalls housing contented steeds, their coats brushed to a sheen. Mangers brim with oats while water troughs glisten in soft sunlight. The rhythmic sound of hooves on straw mingles with whinnies and nickers. Tack hangs neatly on wooden pegs, bridles and saddles ready for the next ride. Grooms, clad in weathered leather, tend to their charges with gentle hands and hushed murmurs. Amidst the comforting scent of hay and equine warmth, this sanctuary nurtures the bond between rider and steed within the heart of the estate.

LEVEL 1

This rough, wooden structure features stalls for up to six Large mounts, a wooden water trough, and hay covering the unfinished floor. Tack and saddles hang over the dividing walls between stalls. Because of the smell, you'll want to place the stable far from the main part of the stronghold. A stable requires the employment of a groom.

Size: 1 Building Space

Cost: 500 gp

Prerequisites: One groom

Benefit: This area have space for up to six Large common mounts, such as horses, camels, or any other creature with the beast type.

LEVEL 2

This stable has hay on the floor, but the ground is either wood or stone. The stables are lined with fresh hay, and each horse has access to its own water supply. The troughs are all made of stone, and there's even a small fireplace in here to keep things warm in the winter. A stable requires the employment of a groom.

Size: 1 Building Space

Cost: 900 gp

Prerequisites: One groom

Benefit: This place can hold up to six Large steeds at a time, each in their own stall. This stable is equipped

to house uncommon mounts, such as griffons, pegasi, or any other creature with the monstrosity type.

LEVEL 3

This stable has polished floors, intricately carved and inlaid woodwork, and walls of finished wood or the finest plaster. Fresh hay fills the six stalls, which the grooms clean on an hourly basis. Each tack and saddle has its own custom-carved pedestal upon which to rest. The entire place is as clean as most people's kitchens. Running this stable requires two grooms to keep it pristine.

Size: 1 Building Space

Cost: 3,100 gp

Prerequisites: Two grooms

Benefit: This place can hold up to six Large steeds at a time, each in their own stall. This stable is equipped to house rare and exotic mounts, such as dragons, nightmares, or any other creature that can be mounted.

STORAGE ROOM

The storage room, a labyrinth of provisions, boasts rows of stacked crates and barrels amidst cool stone walls. Wooden shelves house sacks of grain, cured meats, and dried herbs, while earthenware jugs store oils and wines. Dust dances in sunbeams filtering through high windows. Lanterns cast warm glows on labeled containers, organizing treasures of the harvest. Hushed whispers of preserved goods fill the air, mingling with the scent of aged wood and earth. Within this repository of sustenance, the bounty of seasons past awaits, safeguarding the essence of abundance to sustain the castle's inhabitants through leaner times.

LEVEL 1

This empty room has rough walls and an unfinished (possibly dirt) floor, and is used to keep crates, barrels and other items protected against the weather.

Size: 1 Building Space

Cost: 400 gp

Prerequisites: None

Benefit: A typical storage component offers about 2,000 cubic feet of usable storage space.

LEVEL 2

This room includes shelves of every variety and a finished floor. The superior organization allows more efficient use of space than a level 1 storage room.

Size: 1 Building Space

Cost: 700 gp

Prerequisites: None

Benefit: This space has about 3,000 cubic feet of usable storage space.

You can turn a storage space into a vault with the addition of safeguards such as locks and traps.

LEVEL 3

This marble-floored room includes well-built shelves and fine-quality cabinets. An overstuffed chair in the center allows you to sit in comfort while the clerk or other servants retrieve desired goods. The clerk here serves as a quartermaster and inventory manager.

Size: 1 Building Space

Cost: 1,100 gp

Prerequisites: One clerk

Benefit: The area has about 4,000 cubic feet of usable storage space.

STUDY OR OFFICE

A study, a scholarly refuge, features oak shelves cradling weathered tomes and scrolls. A grand desk, ink-stained and adorned with quills, sits beneath leaded windows that filter amber light. Maps sprawl across taut parchment, surrounded by celestial charts and scientific instruments. Tapestry-draped walls host portraits of learned figures, their eyes seeming to follow movements. The air bears the scent of aged paper and wood polish. Soft chairs beckon for contemplation, surrounded by book-lined alcoves. In this chamber of intellect, intellects delve into the wisdom of the ages, pursuing enlightenment and penning narratives that weave history's tapestry.

LEVEL 1

This space, also sometimes called a solar, comes complete with a desk, some shelves for books, a chair, and a closet for storage of things that should be close at hand, like paper, ink, and so on. The floor and furnishings are rough, but sturdy.

Size: 0,5 Building Space

Cost: 400 gp

Prerequisites: None

Benefit: This study have one of the following tools: a calligrapher's supplies, a cartographer's tools, or a forgery kit. The chosen tool is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

LEVEL 2

Much like the level 1 version, this room comes with furnishings of a higher quality. The floor is usually polished wood or smooth stone. The polished wood or stone-floored room includes a few upholstered chairs for visitors.

Size: 1 Building Space

Cost: 1,300 gp

Prerequisites: None

Benefit: This study have two of the following tools: a calligrapher's supplies, a cartographer's tools, or a forgery kit. The chosen tools are always considered to be present in this room. Additionally, if a character is proficient with one of the tools, it can double its proficiency bonus when making a check with it.

A single character using this room and having its resources all to himself can roll with advantage when making a check using one of the artisan tools. Alternatively, up to two characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with each artisan tool.

LEVEL 3

This room represents the ultimate in office luxury. A well-appointed waiting room features an exquisite couch and a polished wooden desk, behind which sits a full-time clerk versed in making life as easy for the owner as possible.

The main office features another stuffed couch and a set of comfortable chairs arrayed around a marble topped desk. The walls are covered with fine art, including a portrait of the owner of the building and any family he might have.

Size: 1,5 Building Spaces

Cost: 3,450 gp

Prerequisites: One clerk

Benefit: This study have a calligrapher's supplies, a cartographer's tools, and a forgery kit. These tools are always considered to be present in this room. Additionally, if a character is proficient with one of the tools, it can double its proficiency bonus when making a check with it.

A single character using this room and having its resources all to himself can roll with advantage when making a check using one of the artisan tools. Alternatively, up to three characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with each artisan tool.

TAVERN

A tavern, a lively sanctuary, resonates with the clink of tankards and jovial laughter. Wooden beams support a thatched roof above long tables strewn with trenchers of hearty fare. Flickering hearths cast warmth on flagstone floors where bards strum lutes, their melodies blending with raucous tales. Barkeeps fill tankards with frothy ale while patrons exchange coin for mugs. Tapestries and mounted antlers adorn ale-scented walls, while the aroma of roasted meats drifts from the kitchen. In this convivial haven, camaraderie thrives, uniting revelers in merry spirits and tales of valor, embracing the essence of medieval kinship and revelry.

LEVEL 1

This a rough place serves rough drinks to rough people. A fireplace sits in one wall, and a bar stands opposite it. Benches and tables fill the remainder of the place. Two servants run the bar and serve meals. The cost of this component does not include any food or drink.

Size: 1 Building Space

Cost: 1,200 gp

Prerequisites: Two servants

Benefit: This tavern can seat up to 20 people. Every week, the tavern generates an income of 1d10 gp and 1d4 gallons of ale. The tavern owners can drink and eat a modest meal for free.

A brewer's supplies is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.



LEVEL 2

This place serves wine as well as liquor and beer from its polished, marble-topped bar. It can call on the building's kitchen for food; alternatively, you can attach an extra kitchen assigned purely to this component. The tables are round, with solid chairs, and there are a few booths lining the walls. Three servants run the bar and serve meals. The cost of this component does not include any food or drink.

Size: 1 Building Space

Cost: 2,700 gp

Prerequisites: Three servants

Benefit: This tavern can seat up to 20 people. Every week, the tavern generates an income of 1d10 gp and 2d4 gallons of ale. The tavern owners can drink and eat a comfortable meal for free.

A total of two brewer's supplies and two gaming sets are always considered to be present in this room. A single character using any of these tools and having its resources all to himself can roll with advantage when making a check using the tools. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with any of the tools.

LEVEL 3

This breathtaking library of libations features the finest drinks of all sorts, and it even offers gourmet meals by way of the building's kitchen—or one of its own if you care to attach it. It has a marble-topped bar, upholstered chairs, and tables covered with the finest linens and the best place settings. Gorgeous decorations festoon the walls, including art from the best known painters in the land. Three servants run the bar and serve meals. The cost of this component does not include any food or drink.

Size: 1 Building Space

Cost: 3,200 gp

Prerequisites: Four servants

Benefit: This tavern can seat up to 20 people, and every week, the tavern generates an income of 1d10 gp, 2d4 gallons of ale and 1 bottle of wine. The tavern owners can drink and eat a wealthy meal for free.

A total of three brewer's supplies and three gaming sets are always considered to be present in this room. A single character using any of these tools and having its resources all to himself can roll with advantage when making a check using the tools. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with any of the tools.

THRONE ROOM

The throne room, a regal sanctum, boasts towering pillars and velvet-draped alcoves beneath a vaulted ceiling adorned with gilded motifs. Marble floors lead to a dais where a majestic throne of ornate design commands attention. Sunbeams filter through stained glass, casting a kaleidoscope of hues. Courtiers and nobles, resplendent in attire of silk and brocade, gather in deference. Banners bear noble crests, fluttering in a regal breeze. Guards clad in polished armor stand sentinel as council meets. The air hums with murmurs and ceremonious echoes, embodying the regal grace and authority that resonates within the heart of the realm's power.

LEVEL 1

This plain but respectable chamber serves as the throne room or receiving room for a local lord, merchant prince, baron, or a even monarch on hard times. Colorful tapestries cover the walls, brightening the chamber. The padded throne itself sits on a raised wooden platform. Beside and below the throne, several chairs offer a place for advisers or noble-blooded relatives to sit in places of honor. A long carpet or collection of animal skins shows the path for petitioners seeking to beseech the throne's good grace.

Size: 1 Building Space

Cost: 800 gp

Prerequisites: Two servants

Benefit: This room holds up to twenty guests in addition to the throne's occupant. When a character that owns the structure makes a Charisma (Persuasion) check, that character is considered proficient in the Persuasion skill and add double its proficiency bonus to the check, instead of its normal proficiency bonus.

LEVEL 2

This ornate hall serves as the seat of authority for a powerful duke, crime lord, or respectable king or queen. Lovely and ornate murals cover the walls and ceiling, embracing artistic styles both modern and classical. Stone steps lead the way the polished throne of stone or iron, and a discreet distance provides the royal seat with greater authority. A long carpet dyed in rich red or purple leads to the throne's magnificent seat.

Size: 1 Building Space

Cost: 1,400 gp

Prerequisites: Two servants, two guards per shift

Benefit: This room holds up to twenty guests in addition to the throne's occupant. When a character that owns the structure makes a Charisma (Persuasion) check, that character is considered proficient in the Persuasion skill and gains advantage when making the check.

LEVEL 3

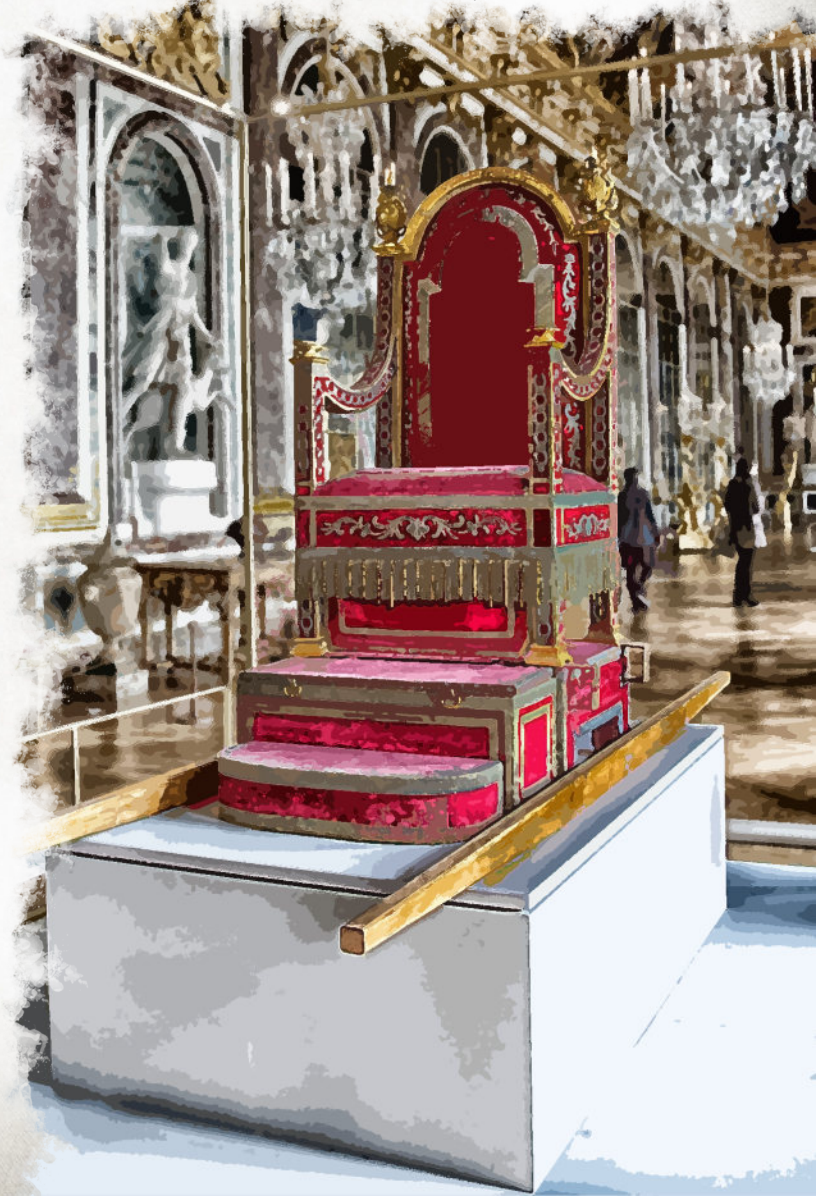
Affordable only to the most puissant of emperors, queens, and absolute monarchs, this, the finest of assembly rooms, displays the ruler's wealth, power, and dispensation for the sweet comforts in life. This chamber spares no expense in impressing the visitor, whether visiting ambassador, merchant with goods for sale, or the simplest commoner. The walls display a splash of colors that depict complementary themes of blue skies, splashing white-tipped and wave-filled oceans, white birds awing, and fish jumping into the air. Sparkling gems and precious metals adorn the enormous throne. Raised up on a dozen pink marble steps, the throne and its occupant gaze out on the chamber like an omnipotent ruler.

Size: 2 Building Spaces

Cost: 5,200 gp

Prerequisites: Two servants, two guards per shift

Benefit: This room holds up to fifty guests in addition to the throne's occupant. When a character that owns the structure makes a Charisma (Persuasion) check, that character is considered proficient in the Persuasion skill, it gains advantage when making the check, and it adds double its proficiency bonus to the check, instead of its normal proficiency bonus.



TRAINING AREA, COMBAT

A combat yard, bustling with energy, features a dirt-packed arena bordered by wooden barriers. Knights clad in chainmail hone swordsmanship amidst the clatter of sparring. Archers release arrows into distant targets, while squires practice lance charges. Shields clash in disciplined drills, echoing against stone walls. Instructors bark commands over the clamor, guiding footwork and technique. Adjacent, a wooden dummy stands, enduring relentless strikes. Dust clouds rise with every clash, carrying the scent of sweat and determination. Amidst the organized chaos, warriors sculpt their prowess, cultivating the art of combat in this rugged yet vital training crucible.

Size: 2 Building Spaces

Cost: 1,800 gp

Prerequisites: One trainer

Benefit: This open area allows individuals (generally guards and soldiers) to train in the art of war. It has a rack of wooden weapons and padded armor, archery targets, practice dummies, and an obstacle course.

Up to eight individuals can train in such a place at once. A character that spend at least one hour training in this area gains advantage on initiative checks it makes until it finishes a short or long rest.

In addition, a character can train for gaining proficiency with an armor, a shield, a weapon, or any skill that uses Dexterity or Strength. Receiving training takes at least ten workweeks, but this time is reduced by a number of workweeks equal to the character's Ability modifier depending on what the character is training for (an Ability penalty doesn't increase the time needed). When training with an item, the character must have the specific item and use it every day of training. Training costs 12 gp per workweek.

COMBAT TRAINING

Training	Ability Used
Light armor	Dexterity
Medium armor	Dexterity or Strength
Heavy armor	Strength
Shields	Strength
Melee weapon	Strength
Melee weapon with finesse property	Dexterity or Strength
Ranged weapon	Dexterity

TRAINING AREA, INTELLECTUAL

A training hall for language or craft is lined with lecterns and workbenches, parchment and tools neatly arranged. Scholars pore over scrolls, practicing calligraphy, while artisans meticulously craft wood and metal. Tutors impart wisdom amidst the scent of ink and sawdust, guiding novices through grammar or techniques. The room resonates with the rhythmic clinks of chisels or quills on parchment, intermingled with fervent discussions and patient explanations.

Illuminated by flickering torches, this dedicated space fosters the pursuit of linguistic mastery or artisanal skill, offering an enclave where knowledge and craftsmanship flourish in the quest for proficiency and excellence.

Size: 1 Building Space

Cost: 1,200 gp

Prerequisites: One trainer

Benefit: This room allows characters and others to learn a particular language, gain proficiency with a specific tool, or with a skill that uses Intelligence or Wisdom. It includes various shelves and tables for placing all the tools and implements needed. Receiving training takes at least ten workweeks, but this time is reduced by a number of workweeks equal to the character's Intelligence modifier when learning a language, gaining proficiency with a tool or with an Intelligence-based skill, while the character's Wisdom modifier will reduce the training time for any Wisdom-based skills (an Ability penalty doesn't increase the time needed).

The tools a character can train to gain proficiency are the following: *carpenter's tools, cobbler's tools, glassblower's tools, jeweler's tools, leatherworker's tools, mason's tools, painter's supplies, potter's tools, tinker's tools, weaver's tools, or woodcarver's tools.*

TRAINING AREA, SOCIAL

In this hall, velvet-draped alcoves harbor wooden tables set for discourse. Courtiers, adorned in finery, engage in eloquent banter amidst tapestries depicting courtly scenes. Instructors guide graceful gestures and court etiquette, honing conversational artistry. Elegant dances punctuate lessons on poise and grace, harmonizing with the strains of lutes and harps. The air carries the scent of perfumes and wax-sealed parchment. Here, amidst a symphony of refined manners and polished dialogue, nobles refine their comportment, cultivating the art of genteel interaction within a refined tapestry of medieval refinement and social finesse.

Size: 1 Building Space

Cost: 800 gp

Prerequisites: One trainer

Benefit: This room allows characters and others to learn how to use a *disguise kit*, any musical instrument, or gain proficiency with a skill that uses Charisma. It includes a small stage, wardrobes, and instrument racks for placing all the tools and implements needed. Receiving training takes at least ten workweeks, but this time is reduced by a number of workweeks equal to the character's Intelligence modifier when gaining proficiency with a *disguise kit* or a musical instrument. On the other hand, the character's Charisma modifier will reduce the training time for any Charisma-based skills (an Ability penalty doesn't increase the time needed).

Trophy Hall

A trophy hall, adorned with banners and heraldic symbols, showcases conquests in regal splendor. Adorned shields and weaponry line stone walls, depicting battles won and heroic feats. Taxidermied creatures loom above, commemorating hunts and valorous encounters. Armor-clad mannequins stand guard, honoring chivalric exploits. Banners flutter, embroidered with emblems of triumph. Relics from distant lands embellish shelves, recounting tales of exotic conquests. The air hums with whispered legacies and the weight of history, a majestic space immortalizing the valor and grandeur of knights and adventurers, a testament to their triumphs in a realm steeped in honor and prestige.

LEVEL 1

This glorified storage space allows you to display trophies won in your expeditions and adventures. Most trophies hang from the walls, while others line tables scattered throughout the room.

Size: 1 Building Space

Cost: 700 gp

Prerequisites: None

Benefit: This room have 10 slots for displaying trophies.

LEVEL 2

More like a museum than a storage area, this polished wood or stonefloored chamber holds its trophies in glass cases. Engravings detail each piece and its history. A guard stands watch over the valuables here at all times.

Size: 1 Building Space

Cost: 1,300 gp

Prerequisites: One guard per shift

Benefit: This room have 20 slots for displaying trophies.

Trophy Sizes

The following table shows the suggested slots per trophy size. Still, the Dungeon Master is who determines how many slots a trophy will use.

Trophy Size	Slots Used
Tiny or Small	1/2
Medium	1
Large	4
Huge	9
Gargantuan	16 or more

Workplace

A workplace, brimming with activity, boasts timber-framed halls filled with artisans and scribes. Candlelit desks host quills scratching parchment and intricate craftsmanship. Aromas of tanned leather and brewing ale drift from nearby corners. Merchants haggle over wares while apprentices labor alongside master craftsmen, absorbing ancient techniques. Bells chime, marking shifts and the cadence of daily life. Within these bustling walls, the echo of chatter and clinking tools resonates, creating a tapestry of commerce and creation. Amidst the organized chaos, the workplace weaves livelihoods and aspirations, embodying the essence of craftsmanship and ingenuity in a bygone era.

LEVEL 1

Each workplace contains tools and equipment dedicated to a singular purpose, usually the application of a specific tool or profession.

Size: 1 Building Space

Cost: 600 gp

Prerequisites: None

Benefit: This room have one of the following tools: a carpenter's tools, a cobbler's tools, a disguise kit, a glassblower's tools, a jeweler's tools, a leatherworker's tools, a mason's tools, a painter's supplies, a poisoner's kit, a potter's tools, a tinker's tools, a weaver's tools, or a woodcarver's tools. The chosen tool is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

LEVEL 2

This area resembles the level 1 workplace, but it has finer tools and equipment.

Size: 1 Building Space

Cost: 1,300 gp

Prerequisites: None

Benefit: This room have two of the following tools: a carpenter's tools, a cobbler's tools, a disguise kit, a glassblower's tools, a jeweler's tools, a leatherworker's tools, a mason's tools, a painter's supplies, a poisoner's kit, a potter's tools, a tinker's tools, a weaver's tools, or a woodcarver's tools. Both tools must be the same, and the chosen tools are always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

A single character using this room and having its resources all to himself can roll with advantage when making a check using one of the artisan tools. Alternatively, up to two characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with each artisan tool.

STRUCTURE EXTRAS

In addition to any room a structure can have, there are some other components that can be useful to consider when building a bastion or base.

WALLS

Sometimes, builders construct walls after the structure is already in place, whether to guard against unwanted visitors or simply to add privacy. The wall sections are assumed to be 10 feet tall and 20 feet wide each. For towers, you can place a guard post above the walls and add a siege equipment, such as a ballista or a trebuchet.

The cost for walls will depend on the material you use, and each material have its own statistics regarding hit points, AC and damage threshold, as shown in the table below. When a wall section reaches 0 hit points, it is destroyed. You can read more about materials and damage threshold in the Chapter 8 of the *Dungeon Master's Guide*.

Material	AC	Hit Points	Damage Threshold	Cost per Section
Wood, bone	15	15	5	400 gp
Stone	17	20	8	600 gp
Iron	19	30	10	1,000 gp
Mithral	21	40	15	2,000 gp
Adamantine	23	50	20	4,000 gp

To calculate the amount of gold pieces it will cost to enclosure the whole structure, multiply the structure size in Building Spaces by the material cost per section, considering only the building spaces that are in the same level as the wall. For example, a group wants to build a wall around their mansion. The structure have 8 building spaces in the first floor and 4 building spaces in the second floor. In this case, the characters decide to build a stone wall, so they need to spend a total of 4,800 gold pieces to enclosure the structure.

SIEGE EQUIPMENT

You can build some of the siege weapons you can find in the Chapter 8 of the *Dungeon Master's Guide* in a structure walls and towers. Here are the estimated prices and building time for each.

Item	Cost	Building Time
Ballista	1,000 gp	2 workweeks
Ballista bolt	10 gp	1 day
Cannon	2,000 gp	3 workweeks
Cannon ball	20 gp	1 day
Cauldron, suspended	1,000 gp	2 workweeks
Cauldron oil	10 gp	1 day
Mangonel	1,500 gp	2 workweeks
Mangonel stone	15 gp	1 day
Ram	1,000 gp	2 workweeks
Siege Tower	3,000 gp	4 workweeks
Trebuchet	3,000 gp	4 workweeks
Trebuchet stone	30 gp	1 day

BUILDING YOUR OWN ROOMS

If you want to create a different room, this note can help to roughly determine the cost depending on what you are creating. Keep in mind these guidelines will get you a suggested room cost, not the exact price for it. The Dungeon Master should make any adjustments when required, increasing, or decreasing the total cost.

First off, the base cost is determined by the level of the room you are creating. These values are for rooms that use one Building Space. For each additional Building Space the room have, add half the base cost to the final price (or a quarter of the base cost if you are adding half a Building Space).

Room Level	Base Cost
Level 1	400 gp
Level 2	600 gp
Level 3	1,000 gp

Then, the number of benefits a room provides is also considered on the final cost for the room. A benefit can be anything the room gives that can be useful for anyone using it, such as getting you advantage on a skill check, having a specific tool ready to be used, a downtime activity bonus, regaining hit points, and so on.

Number of Benefits	Cost
1 benefit	+ 100 gp
2 benefits	+ 200 gp
3 benefits	+ 400 gp
4 benefits	+ 800 gp
5 benefits	+ 1,200 gp

It's up to the Dungeon Master to determine how many benefits the room provides, but in general, a level 1 room should have between 1 and 2 benefits, a level 2 room should have up to 3 benefits, and a level 3 room should have up to 5 benefits. For more than 5 benefits, add 400 gp for each additional one.

Finally, you can adjust the total cost by deciding the level of quality of the room and their components. This is more of a subjective matter, like considering a throne room should have fancy furniture and decoration, while a casino will probably have a lot of luxury furniture and decorations.

Room Quality	Cost
Fancy	add gp equal to half the room base cost
Luxury	add gp equal to the room base cost
Exotic	+ 2,000 gp

An exotic quality room is the rarest type due the type of benefits it provides and/or the materials used for construction. Because of this, an exotic room is always considered to be a level 3 room when determining the total cost. For example, a level 1 room with 2 benefits and the fancy quality will cost a total of 800 gp, while the same room but with the fancy and exotic qualities will cost a total of 3.700 gp.

SAMPLE STRUCTURE: HOME BASE

This is an example of a structure built with the system, and all the details.

The “home base” is a structure built for a group of 4 adventurers, with several rooms that will help them in different aspects, such as crafting items, training, and keeping their treasure guarded in a safe location. Still, is a simple building, so upgradeability options are possible in the future.

The following table shows all the rooms the home base will include and other details that will be useful to calculate the cost of the structure.

ROOM LIST: HOME BASE

Room	BS	Room Level	Nº Floor
Armory	1	Level 1	1 1st floor
Barracks	1	—	1 1st floor
Bath	1/2	Level 1	2 1st and 2nd floor
Bedroom suite	1	Level 1	4 2nd floor
Bedrooms	1	Level 1	1 1st floor
Dining hall	2	Level 1	1 1st floor
Kitchen	1	Level 1	1 1st floor
Library	1	Level 1	1 1st floor
Magic laboratory	1	Level 1	1 2nd floor
Servant's quarters	1	Level 1	1 1st floor
Smithy	1	Level 1	1 1st floor
Storage room	1	Level 1	1 1st floor
Training area (combat)	2	Level 1	1 1st floor
Workplace	1	Level 1	1 1st floor

FIRST FLOOR ROOMS

The **armory** and **barracks** are useful for having a few guards to look over their base while they are outside. Near the barracks, a **bath**, the **servant's quarters**, and **bedrooms** are close to each other, allowing servants and visitors alike to have easy access to the dining hall and other useful rooms.

The **dining hall** is used for eating and drinking, as well as a meeting room for the group, where they can organize their future plans. The **kitchen** is capable to sustain the dining hall and have food ready for everyone living in the home base. In addition, this room have a cook's utensils the party can use for prepare any special meal.

As additional rooms, a **library** with two book lots (1 general book lot and 1 book lot about Arcane topics) is in this floor, where the adventurers can read to learn useful information or knowledge. The **workplace** with a woodcarver's tools, the **smithy**, and the **training area (combat)** are in the back of the base, next to the **storage room** to keep their goods and materials nearby.

The combination of these rooms allows the adventurers to have up to 10 equipped guards, and three additional servants for any upgrade they make in the future.

SECOND FLOOR ROOMS

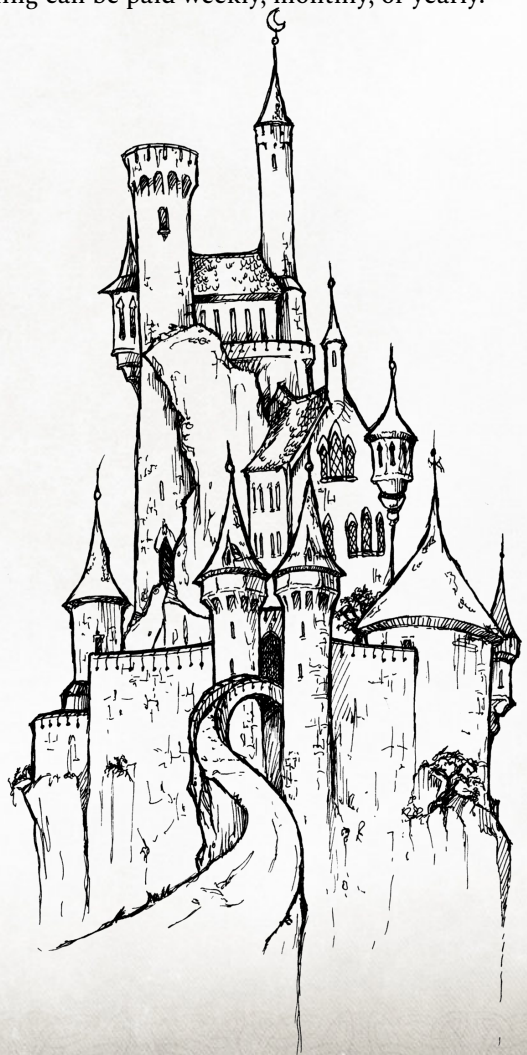
The **bedroom suites** are used as the adventurer's private rooms, while the **bedrooms** are for any visitor that comes to the base (alternatively, they can use this room for important NPCs living within their base). There is also a simple bath that adventurers can use in this floor for more privacy. Finally, the **magic laboratory** within this floor will help and provide tools and space to the group spellcasters for enchanting or crafting additional magic items.

HOME BASE COSTS

Since the structure have 19 building spaces, the base cost is 1,900 gp. The total room cost for this home base equals to 11,300 gp. In addition, because they have a library, the adventurers purchased two book lots (1 specific and 1 general) for 4,000 gp.

The total cost of the home base equals to 17,200 gp (4,300 gp per adventurer), and it can be built in approximately 34 days.

Then, they will require to hire at least 1 cook for the kitchen, 1 smith for the smithy, and 1 trainer for the training area (unless the adventurers take these roles). For guards, they can hire up to 10 guards to live in the barracks, and since the armory they built doesn't have any equipment, the adventurers will need to buy or provide the armor and weapons for the guards. Every hiring can be paid weekly, monthly, or yearly.



CHAPTER 4: QUESTS



QUESTS REFER TO CONTRACTUAL MISSIONS OR tasks assigned by governments, societies, guilds, or individuals, encompassing specific objectives, locations, and essential details. These assignments typically involve adventurers or members of guilds venturing into unexplored territories, battling creatures, retrieving artifacts, or solving mysteries.

QUEST COMPOSITION

Quests consist of two primary components: **Difficulty and Type**, integral in generating diverse quest variations, each with distinct challenges, nuances, and rewards. The **difficulty** denotes the task's complexity, ranging from simple endeavors suitable for novices to intricate challenges demanding seasoned expertise.

The **type** encompass a broad spectrum, including missions like retrieval, escort, or exploration, offering varied experiences and objectives.

Combining these elements yields a tapestry of quests, each with unique twists, obstacles, and enticing rewards. This modular approach enables the creation of a rich array of adventures tailored to adventurers' skill levels and preferences.

OBTAINING A QUEST

A character can get a quest through different ways. The most common ones are job postings located in taverns, guilds, or government buildings. Tavern notices and official proclamations detail quests that are available to anyone, while guild quests are often accessible solely to guild members, which also includes some reputation points as part of the reward.

QUEST DIFFICULTY

Quests are divided in **basic** or **advanced**, which determines the difficulty or how dangerous is the quest, and the reward they give upon finishing.

Basic quests include simple and fairly easy quests which don't require much preparation or expensive equipment. On the other hand, advanced quests are more complex and dangerous. These kinds of quests will probably require additional preparation and the use of special or magic equipment.

DM ADVICE: QUEST DIFFICULTY & ENCOUNTERS

It's difficult to determine what kind or how many encounters are fine for a basic or an advanced quest. A way to determine this is by estimating the number of days it will take for the characters to finish the quest and prepare several encounters based on that.

In addition, a basic quest should only include easy and medium encounters, while an advanced quest should include at least one hard or deadly encounter.

QUEST TYPES

Every quest has a specific quest type, which determines what kind of task the characters must do. In this section you will find the details of each, and some ideas for quickly creating a new quest.

QUEST TYPE

d6 Quest

- | | |
|---|---------------------|
| 1 | Acquiring materials |
| 2 | Defensive |
| 3 | Delivery |
| 4 | Exploration |
| 5 | Hunting |
| 6 | Object retrieval |

ACQUIRING MATERIALS

These quests involve collecting materials or any resource needed for further uses, such as collecting a particular herb for creating healing potions, mining minerals for creating special weapons and equipment, or buying materials directly from a merchant or artisan.

d4 The Quest

- | | |
|---|----------------------------|
| 1 | Gather herbs and plants |
| 2 | Collect a specific mineral |
| 3 | Harvest a creature part |
| 4 | Buy or trade resources |

COLLECTING MATERIALS AND HARVESTING

In the Part 3 of this guide you can find rules for harvesting parts from creatures, gathering plants and collecting other materials.

DEFENSIVE

Defensive quests are mostly for guarding, or escorting someone, such as protecting a noble while traveling from one city to another through the wild, being the bodyguard of an important individual during a diplomatic mission, and so on. Alternatively, this type of quests can be also for defending a specific location, such as holding a fortified outpost against an imminent orc attack until reinforcements arrive or guard an item and prevent someone steal it.

d4 The Quest

- | | |
|---|--|
| 1 | Escort someone from one point to another |
| 2 | Defend a place or location |
| 3 | Protect an individual at a location |
| 4 | Guard an object at a location |

DELIVERY

Delivery quests are straightforward. Collect one or various objects from one location and deliver them to a specific destination before the time runs out. These types of quests are for transporting goods across two settlements or locations, but it can also be delivering various objects through several locations in a bigger city or town.

d4 The Quest

- 1 Deliver something within the settlement
- 2 Deliver something from the settlement to a close location (up to 3 days of travel)
- 3 Deliver something from the settlement to a far location (4 or more days of travel)
- 4 Roll twice and combine the results for a larger quest

EXPLORATION

Exploration quests are used for mapping regions, such as islands, caves, an old dungeon, or a forgotten jungle temple. The general objective of these quests is to provide an accurate map of a location, creating safe routes, discovering a hidden entrance, gathering information about the creatures in the area, and so on.

d4 The Quest

- 1 Mapping a location
- 2 Find a location or structure
- 3 Land surveillance
- 4 Creature surveillance

HUNTING

Hunting quests are mostly for finding a specific creature and then kill or capture it. The objective might be a roaming creature, a particular individual, or in some cases groups of these, such as kill a troll, capture a corrupt nobleman, or raid a cult location and kill any cultist you find.

d4 The Quest

- 1 Slay a monster
- 2 Assassinate an individual
- 3 Kill all members from a particular group
- 4 Capture a creature or individual

OBJECT RETRIEVAL

Object retrieval quests are used for finding, recovering, or stealing a particular item or object, such as finding a lost magic item hidden at a crypt, recover an amulet that was stolen after someone broke into the city museum, or find and steal a letter with the details of a conspiracy from a noble house in the city.

d4 The Quest

- 1 Find something at a dangerous location
- 2 Recover something that was stolen
- 3 Steal something from an individual or place
- 4 Roll again and add an additional item to the quest

SPECIAL QUEST CONDITIONS

If you want to give a twist to the quests, here are some additional conditions examples you can add to a quest for making it different or harder.

- **Stealthily.** You cannot be detected or raise the alarm while you are doing the quest.
- **No kills.** You must not kill anyone while doing the quest.
- **Specific time and place.** You need to complete the task quest in a specific day or moment. For example, you must assassinate an individual when he is talking in front of a crowd of people in the town square.
- **Against time.** You have a limited time to do the quest. For example, another group is going to do the same quest at the same time, and the first group that finishes the quest gets the reward.
- **Local resources.** You can only use resources you can find in the location of your quest.
- **Limited resources.** You can only use some of your equipment. For example, you need to enter a party for gathering information, but you cannot enter wearing heavy armor or any type of weapons (but perhaps you can hide a dagger in your clothes).



LOCATION

After you have determined the quest type and special conditions (if any), you need to determine the location where the characters must go to complete the quest. The tables below have some examples you can use for determining the general and specific location for the quest.

GENERAL LOCATION

d12 General Location	d12 General Location
1 Arctic	7 Mountain
2 Coastal	8 Swamp
3 Desert	9 Underground
4 Forest or jungle	10 Underwater
5 Grassland	11 Urban
6 Hill	12 Distant or exotic land*

*Roll again to determine the general location in these places. For example, the location is a mountain in another continent or in a different Plane.

SPECIFIC LOCATION

d20 Specific Location	d20 Specific Location
1 Battlefield or wasteland	11 Monastery
2 Catacombs or tomb	12 Palace
3 Creature's lair	13 Prison
4 Dungeon or labyrinth	14 Ruins
5 Encampment	15 Sewers
6 Fortress or castle	16 Storehouse or market
7 Island	17 Tavern
8 Lake, river, or oasis	18 Temple, sanctuary or Shrine
9 Mansion	19 Tower
10 Mines or caves	20 Volcano

BASIC QUEST REWARDS

Average Party Level	Gold	Reputation Points
1st	10 gp	3
2nd	20 gp	5
3rd	30 gp	8
4th	50 gp	13
5th	100 gp	25
6th	120 gp	30
7th	150 gp	38
8th	180 gp	45
9th	220 gp	55
10th	240 gp	60
11th	320 gp	80
12th	400 gp	100
13th	440 gp	110
14th	500 gp	125
15th	560 gp	140
16th	640 gp	160
17th	780 gp	195
18th	840 gp	210
19th	980 gp	245
20th	1,140 gp	285

QUEST REWARDS

Quest rewards encompass various incentives offered upon successful completion of a quest. Typically, they include a standard sum of gold coins, symbolizing monetary gains. Guild members receive reputation points, enhancing their standing within the guild hierarchy or unlocking privileges. Additionally, adventurers may secure additional treasures discovered during the quest, ranging from mystical artifacts to valuable commodities.

GOLD

Almost every quest has a gold reward. To determine the amount of gold the quest gives, calculate the party level (the average level of the characters in the party) when they took the quest, and then check the tables below to see how much gold each character should get for finishing the quest.

REPUTATION POINTS (GUILD QUESTS ONLY)

When a character finishes a guild quest, they also gain reputation points, allowing them to reach new ranks in the guild and unlock more benefits.

OTHER REWARDS

Additionally, beyond the standard rewards of gold coins and reputation points, characters may acquire valuable materials, exotic trading goods, or rare resources essential for crafting. Exceptional achievements might grant noble titles, honoring their courage and accomplishments. Some quests yield parcels of land, enabling the establishment of a personal estate or base of operations. Other potential rewards encompass favors from influential figures, political sway within realms, and various privileges.

ADVANCED QUEST REWARDS

Average Party Level	Gold	Reputation Points
1st	20 gp	5
2nd	40 gp	10
3rd	80 gp	20
4th	100 gp	25
5th	220 gp	55
6th	280 gp	70
7th	340 gp	85
8th	420 gp	105
9th	480 gp	120
10th	560 gp	140
11th	720 gp	180
12th	900 gp	225
13th	1,020 gp	255
14th	1,140 gp	285
15th	1,280 gp	320
16th	1,440 gp	360
17th	1,760 gp	440
18th	1,900 gp	475
19th	2,180 gp	545
20th	2,540 gp	635

BOUNTIES

Bounties, also known as “hunt orders”, are special guild missions that allow characters to collect reputation points and gain ranks on the guild for killing certain creatures. In most of the cases, bounties requires that characters collect some specific parts of the creatures to prove they killed the target creatures. In other cases, some powerful guilds might be able to make the bounty magical, so the guild knows exactly how many creatures they’ve killed.

Like quests, bounties are composed by several parts: the target creatures, the location where the creatures are, the number of days the bounty will be active, and the reward.

For the location, use the same tables for determining the location of a quest. The suggested number of days a bounty will be active is between three to ten days, allowing guild members to travel, scout, fight the target creatures within the location, and then return to the guildhall before the time is up.

REWARDS FOR CREATURE’S PARTS

If a guild decides to pay for creature’s parts collected during the bounty, you can determine the prize following the rules found in the Collecting Materials section later in this supplement.

BOUNTY REWARDS

CR	Reputation Points per Creature Killed
0 - 1/2	1
1	2
2	4
3	7
4	11
5	18
6	23
7	29
8	39
9	50
10	59
11	72
12	84
13	100
14	115
15	130
16	150
17	180
18	200
19	220
20	250
21	330
22	410
23	500
24	620
25	750
26	900
27	1,050
28	1,200
29	1,350
30	1,550



EXAMPLE BOUNTY: ANKHEG BOUNTY

In the last days, the number of ankhegs wandering near the town has greatly increased, making the farms outside the town a dangerous place, and the local adventurers’ guild created a hunt order to reduce the number of those creatures.

The bounty will be active for only 3 days, and they must bring the ankheg mandibles to the guildhall to prove they killed them. For each ankheg mandible the adventurers bring, they will be rewarded with 4 reputation points and the guild will pay them 4 gold pieces and 5 silver pieces.

PART 2

The Wild



CHAPTER 5: SURVIVING IN THE WILD

IN THE WILD, IT'S OBVIOUS THAT MANMADE STRUCTURES do not appear whenever characters are in need of shelter and warmth. While adventurers can plan a route through the wild to reach safe places for resting and avoid having to camp in dangerous lands, this doesn't always happen. When characters don't find a safe place for rest during the night, they can fashion some kind of structure or shelter using the available nature materials and anything they're carrying.

BASIC NEEDS

THE QUEST FOR SURVIVAL HINGES UPON THE MASTERY OF *three foundational elements: securing sustenance, finding potable water, and fashioning shelter against the whims of the elements. As travelers traverse through rugged landscapes and uncharted territories, the knowledge and ability to procure food, locate reliable water sources, and construct adequate shelter are the keystones upon which the endurance and triumph of every expedition rest.*

--- Eldrad Riverwind, *Wilderness Survival Guide*

While traveling through the wild, creatures and characters must have enough amounts of food and water to survive and protection against precipitation, wind, cold and heat.

FOOD AND WATER

Each day, characters and creatures must eat and drink to continue their adventures in their best condition. A creature that doesn't eat or drink enough suffers the effects of exhaustion. Exhaustion caused by lack of food or water cannot be removed until the creature eats and drinks the full required amount.

FOOD AND WATER NEEDS

Creature Size	Food per Day	Water per Day*
Tiny	1/4 pound	1/4 gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons
Huge	16 pounds	16 gallons
Gargantuan	64 pounds	64 gallons

* Water needs are doubled if the weather is hot.

When supplies are scarce, characters can skip meals or go without eating for days to try to survive long enough until they can find more resources they can eat and drink, or until they find a settlement. Here are

some alternatives characters might choose when they are in the wild with limited food supplies.

- A creature can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.
- A creature can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a creature automatically suffers one level of exhaustion. A normal day of eating resets the count of days without food to zero.
- A creature that drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A creature with access to even less water automatically suffers one level of exhaustion at the end of the day. If the creature already has one or more levels of exhaustion, the creature takes two levels in either case.

FOOD AND WATER AVAILABILITY

Food and Water Availability	DC*
Abundant food and water sources	10
Limited food and water sources	15
Very little, if any, food and water sources	20

*To represent that food and water are limited in the area, every time a character succeed on the check, increase the DC of all subsequent checks by 1.

FORAGING

Characters can gather food and water as the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check and compares the result with the DC determined by the availability of food and water in the region. If multiple characters forage, each character makes a separate check.

On a successful check, you roll a particular dice depending by how much you succeeded the check. The units collected determines how much food (in pounds) you find. After that, repeat the roll for checking how much water (in gallons) you collect.

FORAGING

Wisdom Check	Food and Water Collected
DC succeeded by 4 or less	1d4 + Wisdom modifier
DC succeeded by 5 or more	1d6 + Wisdom modifier
DC succeeded by 10 or more	1d8 + Wisdom modifier

HARVESTING MEAT

While the characters can forage to survive on the wilderness, when they kill a creature in combat, they can harvest the carcass for collecting food.

A character can make a Wisdom (Survival) check to harvest meat (which can include organs or any other part of the creature for food) from a creature carcass. The Difficulty Check is generally 15, but it's up to the Dungeon Master to modify the DC based on any other factors to be considered.

On a success, the amount of meat harvested is determined by the creature size, as shown in the Creature Food Yield table below.

CREATURE FOOD YIELD

Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.
Huge	64 lb.
Gargantuan	128 lb.

The carcass yields spoils after a single day if uneaten, unless is cooked, kept in a cold place, or dried. Eating spoiled meat requires a DC 15 Constitution saving throw to avoid throwing up the food or getting diseased. The following table can get you some estimated spoiling time depending on different factors.

MEAT YIELDS SPOILING TIME

Item	Spoiling Time
Raw meat	1 day
Cooked meat	+1 day
Chilled meat	+1 day
Dried meat	+ 5 days
Warm or humid environment	- 1 days

A chilled meat can be achieved by having a *bag of colding* or other similar item that can keep the meat refrigerated. This condition can also be applied when the temperatures are very low, such as an arctic location. Getting meat does not count on the maximum harvest checks you can make to harvest a creature, but doing so might destroy other parts such as the creature hide and organs.

DRINKING BLOOD

While characters can also collect blood in vials as resources, in other cases, the extreme need of water can drive someone to harvest a creature's blood and drink it to stay alive. When a character makes a Wisdom (Survival) check to collect meat as food, it can also collect a number of gallons of blood equal to half the amount of meat.

A character drinking blood must make a Constitution saving throw (DC 15) to avoid vomiting. On a failed save, the character throws up, the blood is wasted and the character don't gain the benefits of drinking.

COOKING AND PURIFYING

Even though a character can eat raw meat or drink blood from any creature for nourishment, some of these goods might be poisonous, spoiled, diseased, or cause other special effects to the character if it's not prepared or cooked correctly.

CAMPING AND SHELTERS

Some regions might require special gear, clothing, but also finding or building a shelter that helps characters to maintain their personal temperature, their provisions dry, and a place to rest when not traveling.

Characters can carry a tent to protect themselves against wind and rain, but sometimes they don't have access to that kind of gear, and in these situations, they can try to find a natural shelter or build one using materials they can gather. Natural shelters are divided in two types: **basic** and **advanced**.

BASIC SHELTER

Almost every natural shelter found in the wild is considered as a basic shelter. These shelters have enough space for up to 4 medium-sized creatures, and in general they're constructed from many small pieces of vegetation. Due to its simple design, a basic shelter protects against wind or precipitation (determined by the Dungeon Master).

ADVANCED SHELTER

An advanced shelter has space for 8 medium-sized creatures or more and protects everyone inside against the wind, rain, snow, and other environmental features. Additionally, an advanced shelter helps to maintain the personal temperature, and in some cases, it also provides some defenses against wild creatures.

SHELTER, WEATHER, AND EXHAUSTION

Walking long periods of time in the arctic, through a desert, or even during heavy rain may force characters to be constantly finding for shelter while traversing the wild or suffer the consequences. At the end of each day, any character or creature that is not properly protected must make a saving throw against extreme cold or extreme heat or suffer a level of exhaustion. (these two conditions are described in the chapter 5 of the *Dungeon Master's Guide*).

SHELTERS BY TERRAIN

Terrain and time are the mayor factors that determines the chance for adventurers to be able to locate a natural shelter or construct something out of materials they find in the area they are.

Arctic. Arctic zones have no useful vegetation that adventurers can use for shelter, but characters can find crevasses and make improvised snow walls that can provide some protection against wind.

Desert. Desert zones has little to no vegetation that adventurers can use, but they can run across irregularities in the surface, such as large rocks and some dunes that can provide shelter on at least one side.

Forest. Forest zones are one of the easiest terrains to find natural shelter. Trees and large plants can give adventurers some protection from wind and rain. In a forest, boughs or branches can be cut from trees and laid across a grid of poles to give characters a roof over their heads and protection from wind.

Hills. Hills are full of irregular terrain that can serve as a simple windbreak. Additionally, thick vegetation is fairly abundant during most of the year, allowing adventurers to fashion a windbreak out of it.

Mountains. Mountains, for this purpose, are considered to be rough, rocky areas with little or no vegetation. However, adventurers can come across some natural features, such as caves and alcoves that are large enough for the group.

Plains. Plains are generally flat, but not necessarily featureless. A small gully might help adventurers to get out of the wind. Additionally, if a plain has some vegetation, characters may be able to gather enough branches and greenery for a windbreak.

Swamps. Swamps commonly have vegetation that can be scavenged and used as shelter, and characters can come across a fallen tree or similar feature that can help as a shelter.

FINDING A SHELTER

Characters can make a Wisdom (Survival) check to try to find a natural shelter in the area. The difficulty and time to find an appropriate shelter varies depending on the terrain, as shown in the following table.

Terrain	DC	Time Needed
Arctic	25	30 minutes
Desert	25	30 minutes
Forest	10	10 minutes
Hills	10	10 minutes
Mountains	20	20 minutes
Plains	20	20 minutes
Swamps	15	15 minutes

In general, this check should be made whenever characters are actively looking for shelter. On a successful check, they find a basic shelter, or an advanced shelter if the check succeeds by 5 or more. On a failure, the characters spend the time needed to find a shelter with no luck, and they can make a new check after that time.

It's up to the Dungeon Master to determine the properties of the shelter they find. For example, A large rock can be used as a basic shelter because it protects against the wind, but it doesn't protect against rain or snow, while a cave in the face of a mountain can be considered an advanced shelter, because it protects against wind, rain and snow.

ADDITIONAL CONDITIONS

The DC and time can vary when finding shelter under special conditions, such as during the night or while its heavy raining.

- **Rain, fog and low visibility areas.** Increase the DC by 3 and add half the time needed to the total time for finding a shelter.
- **Storm, snowfall and no visibility areas.** Increase the DC by 5. It takes twice the time needed to find a shelter under these conditions.



SURVIVAL MATERIALS

IN THE VAST WILDERNESS, SURVIVAL IS A DAILY QUEST, and resourcefulness becomes the key to resilience. As adventurers traverse untamed landscapes, the art of gathering survival materials becomes a paramount skill. From pliable branches for makeshift shelter to verdant vegetation with medicinal properties, every resource holds potential. Bold individuals might choose to fell a mighty tree, harvesting its wood for construction, or mine sturdy rocks for essential stones. The rhythmic cadence of these tasks echoes through the wild, a symphony of survival where nature's bounty is harnessed to forge shelter, tools, and sustenance, weaving a tapestry of adaptability in the face of the unknown.

--- Eldrad Riverwind, *Wilderness Survival Guide*

While in the wild, getting resources is essential to survive for longer periods of time. Characters can gather branches and vegetation lying in the area, cut down a tree to collect wood, mine a big rock to collect stones, and so on. Since the materials they can use for surviving in the wild can vary a lot by region, all of them are grouped as **survival material units**.

A character can spend 30 minutes for gathering these materials making a Wisdom (Survival) check. The DC is determined by the materials availability in the area, as shown in the table below. If multiple characters are collecting materials, each character makes a separate check.

COLLECTING MATERIALS

Materials Availability	DC*
Abundant materials in the area	10
Limited number of materials in the area	15
Very little, if any, number of materials in the area	20

*To represent that survival materials are limited in the area, every time a character succeed on the check, increase the DC of all subsequent checks by 1.

On a success, compare the result of the check with the following table to determine how many units of the material the character get (minimum 1 unit).

Survival Check Result	Units Collected
Succeeded by 4 or less	2d4 + Constitution modifier
Succeeded by 5 or more	2d6 + Constitution modifier
Succeeded by 10 or more	2d8 + Constitution modifier

BUILDING A SHELTER

While characters can stay in a natural shelter they found, they can also gather materials to build a new one, which allows them to add extra features that can be helpful to survive in the wilderness for longer periods of time. Characters must use a number of survival material units depending on which feature they wants to build. Multiple characters can combine their efforts toward building the shelter, reducing the time by ten times its Constitution modifier for each character working on the upgrade, to a minimum of 10 minutes. For example, a character with a Constitution modifier of +2 will reduce the time it takes to finish a shelter part by 20 minutes.

Depending on the environment, some of these parts might not available to be built due the type of materials needed.

BUILDING A SHELTER

Shelter Part	Units Required	Time to Build
<i>Base shelter room</i>		
1st level shelter	10	2 hours
2nd level shelter	15	4 hours
<i>Defensive upgrades</i>		
Spike barrier	5	40 minutes
Wall, basic	6	1 hour
Wall, advanced	8	2 hours
<i>Miscellaneous Upgrades</i>		
Bed	3	40 minutes
Bonfire	4	30 minutes
Cooking rig	2	1 hour
Dryer	2	30 minutes
Platform	8	2 hours
Primitive hunting trap	1	30 minutes
Storage box	2	30 minutes
<i>Vehicles and Transportation</i>		
Raft	6	1 hour
Sled	6	1 hour
Wheelbarrow	3	40 minutes

BASE SHELTER ROOM

A base shelter room is equivalent to a 20-foot-by-20-foot shelter with a 10-foot-high ceiling, which allows up to 8 medium-sized creatures to enter and protect themselves. Additionally, if there's enough space in the area, characters can build additional shelter rooms to increase the size of it or build different structures while in the wilderness.

1st level shelter. This shelter includes a simple roofing and walls made from thatch, branches, hardened dirt or any similar material. A shelter made with these materials protects from wind and rain, but not against extreme weather, such as heavy rain, a sandstorm, and so on. Any 20-ft.-by-20-ft. section walls and roofing made with these materials have an AC of 12 and 5 hit points.

2nd level shelter. An improved shelter that includes roofing and walls made with wood, stone, adobe, brick-and-mortar, or any similar material. A shelter made with these materials protects from wind, rain, and extreme weather such as heavy rain, a sandstorm, and so on. Any 20-ft.-by-20-ft. section walls and roofing made with these materials have an AC of 15, 15 hit points, and a damage threshold of 10.

A character can upgrade a 1st level shelter to this one spending only 5 units and 2 hours to improve the shelter.

DEFENSIVE UPGRADES

Defensive upgrades includes parts or sections you can build to fortify your shelter against creatures and monsters that might come across your way.

Spike barrier. A 10-foot long barrier built with wooden spikes, jagged bones, or any other similar material used to keep creatures outside your shelter. The area covered by the barrier is considered difficult terrain. Any creature that moves through the spike wall must make a Dexterity saving throw (DC 10) or take 1d4 piercing damage. The barrier has an AC 15, 15 hit points and a damage threshold of 5.

Wall, Basic. This 20 feet long, 10 feet high, and 5 feet thick fence or wall is made from wooden stakes, tree trunks, adobe, bones, or any other similar materials. Each 10 feet of wall has an AC 15, 15 hit points and a damage threshold of 5.

Wall, Advanced. This 20 feet long, 10 feet high, and 5 feet thick wall made from brick-and-mortar, stone or other hardened materials. These are used as a defensive structure or enclosure. Each 10 feet of wall has an AC 17, 30 hit points and a damage threshold of 10.

MISCELLANEOUS UPGRADES

This section includes any other upgrades that might be useful for surviving in the wild.

Bed. Built with thatch or other soft materials, a bed is a simple but essential part in any long-term shelter.

Bonfire. Built of large pieces of wood, bonfires give off more light and heat than a simple campfire, which can be an advantage if the priority is to remain warm, or a disadvantage if the priority is to remain hidden. A bonfire casts bright light in a 30-foot radius and a dim light for an additional 30 feet. Once lit, it burns for 6 hours, and every time a character throws 1 unit of survival materials (wood or any other combustible material) to the bonfire, increase the duration of the bonfire for an extra hour.

Cooking rig. This item encompasses tools like a stone or earth oven, a heating stone, stone grills, or cooking cranes. By having this upgrade, a *Cook's Utensils* is considered to be available within the shelter, allowing you to cook food you find to make it last longer and to avoid diseases.

Dryer. This simple but specialized rack is helpful for drying meat and preserve it. Meat placed on the dryer is

considered dried after 4 hours.

Platform. This 10-foot square wooden platform is attached on a large tree, or raised on piles over the soil, enabling to build on it. The platform can be built up to 10 feet high and includes a simple staircase to access the platform.

Primitive hunting trap. This upgrade is a basic snare, a deadfall trap, a tension trap, a fish trap, or anything similar, which can be used by characters to catch small animals. A primitive hunting trap must be set, and after each day passed, the Dungeon Master rolls a d20. On a 11 or higher, a tiny creature is captured in the trap. After that, the trap must be set up again unless is broken for any reason.

Storage box. This box is made from simple materials and it allows to storage excess items and materials. A storage box have a capacity of 12 cubic feet or 300 pounds of gear.

VEHICLES AND TRANSPORTATION

While everything included in this section doesn't necessarily are part of a shelter itself, they are useful in one for transporting materials or individuals across the wild.

Raft. A floating wooden platform that characters can use to move across the water. It uses the *Rowboat* vehicle stat.

Sled. A sled is a simple vehicle designed for transport across snow or ice. It typically consists of a flat platform or a shallow open container mounted on runners or blades. Sleds can be propelled by pushing or pulling, and they often rely on the low friction between their runners and the snow or ice to move. Whenever you succeed on a check for collecting survival material units, you collect 1d4 additional materials if you have a wheelbarrow with you.

Wheelbarrow. A wheelbarrow is a small hand-propelled vehicle designed for carrying and transporting heavy loads. It consists of a shallow container supported by a single wheel at the front and two handles at the rear. Whenever you succeed on a check for collecting survival material units, you collect 1d4 additional materials if you have a wheelbarrow with you.

MORE SHELTER UPGRADES

While the upgrading features gives you some examples and basic upgrades, you can incorporate new options, such as a clay oven and pottery, primitive working tables, additional wooden furniture and more for creating a survival-themed campaign.

PRIMITIVE GEAR

While characters might generally have a miner's pick, an axe or a metal longsword, sometimes they don't have access to their equipment for some reason, and in order to survive the wild, they need to improvise and create their own tools using the materials they find.

Any gear is considered primitive if the character crafted it by using materials they can find while in the wild (like bones, wood, or stone) and without using the adequate tools or locations for crafting it. Because of this, primitive gear doesn't deal as much damage, tools have less durability, and armors don't protect as much as a properly crafted piece of armor.

Primitive armor and weapons use the same proficiencies as the non-primitive gear, so a character needs to be proficient with the gear they are going to craft to use them effectively.

CRAFTING PRIMITIVE GEAR

When characters collect materials for surviving, they can use these for crafting armor and weapons for their survival. A character needs 3 units of survival materials for crafting a medium-sized armor, 2 units of survival materials for weapons, shields, or 10 pieces of ammunition. Large or bigger creatures needs twice the amount of materials used for each size increment bigger than medium, while small or tiny creatures requires half the material units.

A character takes 2 hours to craft a primitive armor and 1 hour to craft primitive weapons, shields, or 10 pieces of ammunition. Multiple characters can combine their efforts dividing the time needed to craft a primitive item by the number of characters working on it to a minimum of 10 minutes.

PRIMITIVE GEAR DURABILITY

All primitive armors and weapons have a specific **durability**. If these points are reduced to 0, the piece of equipment is broken and it must be repaired to use it again.

Durability points are reduced in the following events:

- When you miss an attack roll with a primitive weapon by 5 or more, the durability of the weapon is reduced by 1 point.

- When you make an attack with a primitive weapon and you roll a 1, the durability of the weapon is reduced by 2 points.
- When an enemy hit you by 5 or more, the durability of your primitive armor is reduced by 1 point.
- When you take a critical hit from an opponent, it reduces your primitive armor durability points by 2.

Each reduced durability point also reduces the attack bonus and damage dealt for weapons and the AC for armors.

REPAIRING PRIMITIVE GEAR

If characters want to repair a piece of primitive gear, they must have units of survival materials to do so. Armors requires 2 units of survival materials, while weapons, shields or tools requires 1 unit of survival materials.

Then, a character must make a Wisdom (Survival) check with a DC equal to 10 plus the number of durability points lost. On a success, the primitive gear is repaired, recovering all the durability points. On a failure, the units used are lost and the primitive gear remains unrepaired until the character makes a new check after a short or long rest. If the character fails the check by 5 or more, the primitive gear is completely broken and cannot be repaired.

PRIMITIVE ARMOR

Armors generally use tanned leather or iron, so it's difficult to replicate these armors using simple or raw materials. Because of this, in the Primitive Armor table you can find new armor types that can be crafted using survival material units.

PRIMITIVE WEAPONS

Primitive weapons are crafted with stone, bone, wood, or a combination of these, and a character can craft any type of primitive weapon if they're proficient with it. When using a primitive weapon, use the same stats as the normal weapon, but due the material quality of these weapons, all attack rolls and damage are reduced by 2.

On the other hand, every simple primitive weapon has 1 durability point, and all martial primitive weapons have 2 durability points.

PRIMITIVE ARMOR

Armor	Armor Class (AC)	Durability	Strength	Stealth	Weight
<i>Light Armor</i>					
Primitive Rawhide	10 + Dex modifier	2	—	—	12 lb.
<i>Medium Armor</i>					
Primitive Bonemail	13 + Dex modifier (max 2)	2	—	Disadvantage	20 lb.
<i>Heavy Armor</i>					
Primitive Wood plate	16	3	Str 13	Disadvantage	40 lb.
<i>Shield</i>					
Primitive shield	+1	3	—	—	6 lb.

CHAPTER 6: DANGERS OF THE WILD

EMBARKING ON A JOURNEY THROUGH THE untamed wilderness unveils a tapestry of ever-changing landscapes, where not only the beauty but also the perils of nature come alive. Amidst the rustling leaves and echoing calls of distant creatures, adventurers must contend with environmental hazards, both natural and magical.

DANGEROUS TERRAINS

In the following section you can find survival considerations and hazards for various terrain groups. You can combine different terrains to create a more dynamic (and probably more deadly) environment.

AQUATIC REGIONS

- **Orientation and tracking.** It's difficult to determine the cardinal points without the proper tools while in the middle of the ocean or under a storm.
- **Shipwrecks.** In the ocean, lakes and rivers are rocks, icebergs, and other dangers that can damage or destroy a ship or boat.
- **Water streams.** The water streams can change drastically depending on the terrain around the rivers, like the terrain elevation, inclination and waterfalls, and in case of the ocean, because of a whirlpool, a rogue wave or even a big sea creature.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Elemental Cloud	CAW	
Hailstorm	CAW	Only near arctic zones
Frigid Water	DMG	Ocean only
Lightning Storms	CAW	
Rapids	CAW	Rivers only
Rogue Wave	CAW	Ocean only

ARCTIC & COLD REGIONS

- **Cold and Extreme Cold.** The temperatures in this environment are lower than other places, and you need proper gear for resisting this temperatures. Whenever the temperature is at or below 0 degrees Fahrenheit, you must follow the rules of extreme cold found in the *Dungeon Masters Guide*.
- **Food Scarcity.** It's hard to find food like creatures or edible plants due the low temperatures. All the checks for finding food are made with disadvantage.
- **Shelter.** In general, the arctic areas are vast frozen plains with big glaciers and rocks, making it difficult to find a natural shelter or for collecting materials for creating one.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Avalanches	CAW	Only near mountains
Blizzard	CAW	
Elemental Cloud	CAW	Cyan clouds only
Frigid Water	DMG	
Hailstorm	CAW	
Chasms and Ice Cracks	DMG	Use the pit trap
Slippery Ice	DMG	
Thin Ice	DMG	

CAVES

- **Darkness and Light.** Most of the natural caves don't have light sources, so anyone who enters must bring their sources of light and fire for warmth, cooking, and in some cases, defense. A caves might have some light sources like groups of fluorescent fungus or other dangerous light sources like lava.
- **Orientation and tracking.** Inside a cave it's almost impossible to determine where's the North, being more difficult to traveling through or to draw an accurate map.
- **Flooding.** Some parts of the caves might be close to a water source or any other liquid that can quickly fill a room and potentially trap and drown any creature inside.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Earthquakes	CAW	Might cause rockfalls
Elemental Cloud	CAW	
Lava	CAW	
Pits	DMG	
Rockfalls	CAW	
Unsteady Ground	CAW	



DESERT & ARID REGIONS

- **Heat and Extreme Heat.** The opposite of the arctic terrain, temperatures in this environment are higher than other places, and creatures need additional water for resisting the heat. Whenever the temperature is at or above 100 degrees Fahrenheit, you must follow the rules of extreme heat found in the *Dungeon Masters Guide*.
- **Shelter.** In general, the desert areas are just sand and rocks (in some areas they might be some scattered shrubs), making it difficult to find a safe campsite.
- **Strong Wind.** A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall. A strong wind in a desert can also create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.
- **Water Scarcity.** Finding water in a desert is extremely difficult, unless you're near an Oasis. All checks for getting water are made with disadvantage.

ENVIRONMENTAL HAZARDS

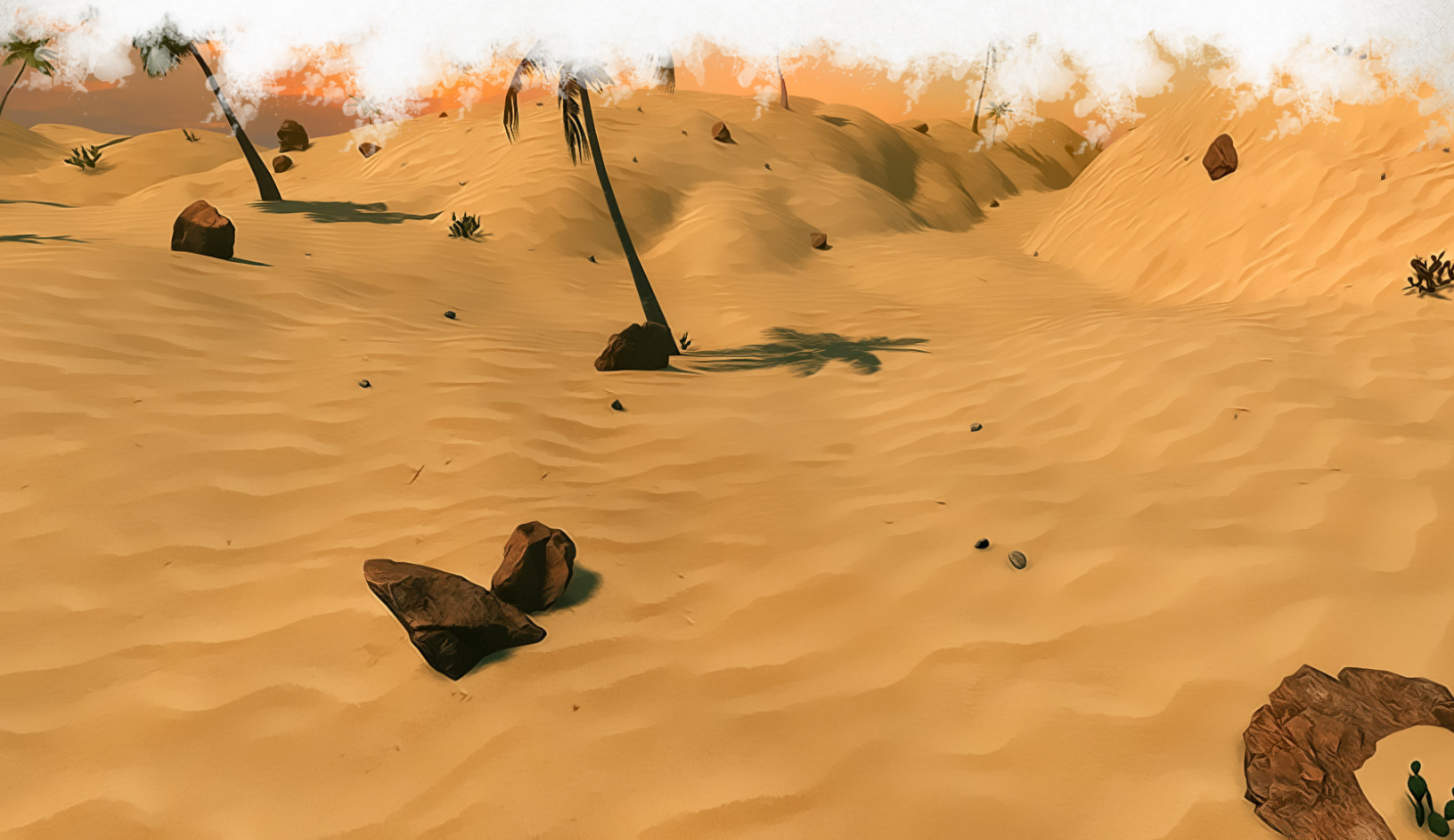
Hazard	Source	Notes
Earthquakes	CAW	
Elemental Cloud	CAW	Mostly red clouds
Lightning Storms	CAW	
Sandstorms	CAW	

FORESTS & WOODLANDS

- **Density.** Sometimes is hard to walk through a forest due the great number of plants, trees and vegetation. In most of the cases, a creature can't walk in a straight line through the forest, making travels take additional hours or days.
- **Orientation and tracking.** Inside a forest, trees can cover the sky and block the light, making it hard to determine where's North, and depending the density of the forest it might be harder to keep walking on a straight direction.
- **Sight and hearing.** It might be more difficult to see or hear the surroundings due the density of the forest, the tree shadows, obstacles (such a fallen tree) and the noise caused by trees and vegetation moving with the wind.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Earthquakes	CAW	Might cause trees to fall
Elemental Cloud	CAW	
Insect Swarms	CAW	
Lightning Storms	CAW	Might cause a forest fire
Poison Clouds and Spores	CAW	
Razorvine	DMG	



MOUNTAINS

- **Altitude.** When you're traveling at altitudes of 10,000 feet or higher above sea level, you must follow the high altitude rules found in the *Dungeon Masters Guide*.
- **Strong wind.** A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall. A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Avalanches, rockfalls, and mudslides	CAW	
Blizzard	CAW	
Hailstorm	CAW	
Lava	CAW	Near volcanoes
Lightning Storms	CAW	
Magma Eruptions	CAW	Near Volcanoes
Unsteady Ground	CAW	

PLAINS

- **Shelter.** In general, plains areas are primarily treeless and they don't have many natural structures that can work as shelter, making it difficult to find a safe campsite or for collecting materials for creating one.
- **Strong Wind.** A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall. A strong wind in a desert can also create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Chasms	DMG	Use the pit trap
Earthquakes	CAW	Might cause cracks in the ground
Elemental Cloud	CAW	
Lightning Storms	CAW	

SWAMPS

- **Clean water.** Swamps are characterized by having slow-moving and stagnant waters, being harder to find drinkable water. All checks for getting water are made with disadvantage. Drinking stagnant water might cause diseases.
- **Warmth.** The swamps are wet and soggy, so finding dry resources for making a fire it's almost impossible.
- **Low visibility.** Mist, fog and lowlands are common in this terrain, and they reduce the visibility of any creature.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Elemental Cloud	CAW	
Insect Swarms	CAW	
Mudslides	CAW	
Poison Clouds and Spores	CAW	
Quicksand	DMG	
Razorvine	DMG	
Unsteady Ground	CAW	



SPECIAL TERRAINS

In the wild, there're places that have been touched by ancient magic, divine forces, or energies for centuries, creating a persistent effect on these lands. Here are some ideas for special terrains you can use to flesh a particular zone with strange or alien environmental effects. These terrains have an immediate effect to anyone who enter the region, and some of them have a long-term effect for any creature that stay in that area for longer periods of time.

BIOLUMINESCENT MARSH

A mystical marsh illuminated by soft, eerie lights emanating from its waters. The lights reveal hidden paths to newcomers, and lingering may enhance darkvision while making one more sensitive to light.

Immediate effects. A creature that is in this terrain gain darkvision out to a range of 60 feet. If a creature already has darkvision, this terrain increases its range by 60 feet.

Long-Term effects. A creature that stays in this area for at least 1 hour is afflicted with sunlight sensitivity, giving disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight while the creature is in sunlight. To remove this condition, a creature must stay outside the bioluminescent marsh for 1 hour.

BLOOD ROCK

This area might be the result of an old and forgotten ceremonial sacrifice, a massive battle between armies that fought for centuries, or the place where a powerful otherworldly creature was slain. The area is covered by stones with a red tone, bones covered by dirt, mud, and dry blood.

Immediate effects. Any creature standing in this area can score a critical hit on a 19 or 20.

Long-Term effects. For each hour a creature stays in this area, it must succeed on a DC 10 Wisdom saving throw. On a failed save, the creature must use its actions to attack the nearest creature it sees. At the end of each of its turns, the creature can make a new Wisdom saving throw, ending the effect on a success, and becoming immune to this effect for the next hour.

DEATH CIRCLE RUINS

This area surrounded by dark stone pillars is infused with necrotic energy.

Immediate effects. Any healing effect, such as the *cure wounds* spell, only heals half the total amount in this area.

Long-Term effects. After each hour, any living creature within this area must make a DC 10 Constitution saving throw. On a failed save, its hit point maximum is reduced by 1d6. To recover the reduced hit points, the creature must stay outside the area covered by the death circle ruins for 1 hour.

DEFILED GROUND

The dark energy fills this area, attracting undead creatures to this area.

Immediate effects. Any undead creature gains a +1 bonus on attack rolls while standing in the defiled ground. Additionally, when an undead is reduced to 0 hit points, the Dungeon Master rolls a d20. On a 10 or higher, the undead creature rises with 1 hit point on its next turn. This effect doesn't occur if the undead was slain with radiant damage.

Long-Term effects. At the end of each hour, any living creature must succeed on a DC 10 Constitution saving throw. On a failed save, it takes 5 necrotic damage.

ETHEREAL GROVE

A secluded grove enveloped in a perpetual mist, where the air sparkles with ancient magic. Senses become momentarily bewitched upon entering, as if the very nature of the grove is whispering secrets to those who dare to venture within.

Immediate effects. The dreams and deepest thoughts of any creature standing in this area become vivid and unpredictable.

Long-Term effects. A creature that stands for one hour in this area have their senses heightened, granting advantage on Wisdom (Perception) checks it makes while in the area. The effect ends when the creature leaves the area.

GRAB GRASS

This thick, tough grass grows in areas constantly touched by fey magic that cling to characters and creatures that falls prone.

Immediate effects. An area covered by grab grass is considered difficult terrain, and any creature that falls prone in this area must make a Strength (Athletics) check to stand up (DC 10).

LIFE CIRCLE RUINS

This area surrounded by white stone pillars is infused with pure life energy.

Immediate effects. Every minute, any living creature that begins its turn within this area regains 2 hit points.

Long-Term effects. Any living creature that stays in this area for 1 hour can end one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

PLANETOUCHED FIELD

Due to planar energy, a powerful artifact, or some otherworldly influence, this terrain boosts certain types of energy related to one plane.

Immediate effects. The Dungeon Master chooses one damage type from the following list: Acid, Cold, Fire, Force, Lightning, Necrotic, Psychic or Radiant. Any attack that deals the chosen damage type deals an extra 1d6 damage of that type.



SACRED SHRINE

A sacred shrine is dedicated to a particular deity, infusing with divine energy the area nearby.

Immediate effects. A creature that shares the deity's morality (good, evil, or neutral) gains a +1 bonus on attack rolls while standing within this area.

Long-Term effects. A creature that has a different morality to the deity's alignment must succeed on a DC 10 Wisdom saving throw at the end of each hour. On a failed save, it has disadvantage on attack rolls against creatures that shares the deity's morality. At the end of each of its turns, the creature can make a new Wisdom saving throw, ending the effect on a success, and becoming immune to this effect for the next hour.

TEMPORAL DUNES

A vast expanse of shifting sands that play tricks on the eyes, causing mirages and distorting the perception of time. Walkers find themselves briefly lost in illusions, and those who linger experience a disconcerting sense of time's unreliability.

Immediate effects. Sand appears to shift erratically, creating optical illusions and minor time distortions. A creature standing in this area have disadvantage on any Wisdom (Perception) checks that rely on sight.

Long-Term effects. Passage of time feels unpredictable, affecting aging, and time-based abilities can be erratic. Whenever a creature or group of creatures leaves this area after spending at least 1 hour on it, the Dungeon Master can choose a time change that works best, if any, or roll on the Temporal Dunes Time Warp table.

TEMPORAL DUNES TIME WRAP

d20	Result
1-2	Each hour become a minute
3-6	Each hour become ten minutes
7-13	No change
14-17	Each hour become two hours
18-19	Each hour become eight hours
20	Each hour become a day

WHISPERING SANDS

A desert region with sands that carry faint, mysterious whispers. Those who enter briefly hear fragmented thoughts of others, and prolonged exposure grants insight into hidden truths but at the risk of madness.

Immediate effects. A creature that is in this terrain can cast the spell *Detect Thoughts* at will. Each time the creature cast that spell, it must make a DC 10 Wisdom saving throw. On a failed save, it takes 5 psychic damage.

Long-Term effects. At the end of each hour, all creatures must succeed on a DC 10 Wisdom saving throw. On a failed save, the creature is afflicted with short-term madness.

ENVIRONMENTAL HAZARDS

FROM TREACHEROUS TERRAIN, CONCEALED PITFALLS, and capricious weather patterns to arcane anomalies and enchanted phenomena, the wild has woven a tapestry of challenges that demand not only physical prowess but also a keen understanding of the mystical forces that stir within the heart of the unexplored. As the journey unfolds, so too do the mysteries and dangers that nature and magic intertwine, creating an ever-shifting realm of exploration and survival.

--- Eldrad Riverwind, *Wilderness Survival Guide*

While exploring or wandering through the wild, characters can encounter dangerous creatures and forgotten ruins, but they can also face hazards and other natural dangers. This section includes new environmental hazards, both natural and magical, which use similar rules as traps or lair actions.

All hazards are separated in three categories that determines the DC of the check characters must make to avoid or resist the hazard, and the damage they will take if they fail the check.

HAZARDS SAVE DCs AND ATTACK BONUSES

Hazard Danger Level	Save DC	Attack Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

HAZARDS

Here are several new hazards ready to be used. Some hazards might have one or more danger levels, and it's up to the Dungeon Master to determine which level the hazard is.

AVALANCHES, ROCKFALLS AND MUDSLIDES

Any Level of Hazard

Any character in the area where the hazard occurs must make a Dexterity saving throw. On a failed save, a creature takes bludgeoning damage and is buried by the hazard (or half as much damage on a successful one). The area where this hazard happened is now filled with snow, rubble or mud and becomes difficult terrain.

Any buried creature begins to suffocate and it can dig through to free itself. To do so, the creature must succeed a number of Strength (Athletics) checks, as shown in the following table.

Hazard Level	Number of Checks
Setback	2
Dangerous	3
Deadly	4

You can read more about suffocating rules in the chapter 8 of the *Player's Handbook*.

BLIZZARD

Setback Hazard

The area affected by a blizzard is considered difficult terrain. When a creature without proper shelter is in the area affected by the blizzard for one hour, it must make a Constitution saving throw, taking cold damage on a failed save (or half as much damage on a successful one). If a creature is wearing warm clothing, it has advantage on the saving throw.

EARTHQUAKES

Any Level of Hazard

A tremor shakes the area; each creature on the ground in that area must make a Dexterity saving throw or be knocked prone.

The hazard level is determined by the proximity to the epicenter or the intensity of the earth tremor:

- **Setback.** Far from the epicenter or light earthquake.
- **Dangerous.** Near the epicenter or moderate earthquake.
- **Deadly.** Very close to the epicenter or severe earthquake.

ELEMENTAL CLOUD

Any Level of Hazard

These clouds are created in a area touched with an elemental essence. When a creature enters the cloud, it must make an appropriate saving throw, taking damage on a failed save (or half as much damage on a successful one). A creature that ends its turn in the cloud must roll another saving throw.

Cloud Color	Damage Type	Saving Throw
Black	Necrotic	Constitution
Cyan	Cold	Constitution
Gray and Yellow	Lightning	Constitution
Light Green	Acid	Constitution
Purple	Psychic	Wisdom
Red	Fire	Constitution
White	Force	Wisdom

HAILSTORM

Dangerous Hazard

Like a blizzard, the terrain affected by the hailstorm is considered difficult terrain. When a creature without proper shelter is in the area affected by the hailstorm for one hour, it must make a Constitution saving throw, taking cold damage on a failed save (or half as much damage on a successful one).

INSECT SWARM

Setback Hazard

A cloud of swarming insects fills a 20-foot-radius sphere, and the swarm can move 20 feet on each round. When a creature enters in the same area as the insect swarm, it must make a Constitution saving throw. On a failed save, it takes piercing damage (or half as much on a successful one). A creature that ends its turn within the insect swarm must roll another saving throw. A creature cannot be damaged by the insect swarm if it's wielding a torch or if it is at least 5 feet from a fire.

LAVA

Deadly Hazard

The lava is considered difficult terrain. Any creature that enters the lava takes fire damage. A creature that ends its turn in the lava takes fire damage.

LIGHTNING STORMS

Dangerous or Deadly Hazard

The DM rolls a d100 to determine if any creature is hit by a lightning. This check can be made at the beginning of each turn during a combat or in any time while the party is not in combat.

d100	Number of Creatures
1-50	0
51-70	1d4
71-80	1d6
81-90	1d8
91-100	1d10

The creatures hit by a lightning are determined by the Dungeon Master, and any creature in the area under total cover from above cannot take damage.



MAGMA ERUPTIONS

Dangerous Hazard

Magma erupts from a point on the ground, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a Dexterity saving throw, taking fire damage on a failed save (or half as much on a successful one).

POISON CLOUDS AND SPORES

Setback Hazard

When a creature enters the cloud, it must make a Constitution saving throw, taking poison damage on a failed save (or half as much damage on a successful one). A creature that ends its turn in the cloud must make another saving throw to try to resist the poison damage.

RAPIDS

Setback Hazard

The area where the rapids are is considered difficult terrain. When a Large or smaller creature enters the rapids, it must make a Strength saving throw or be pushed 30 feet away in the direction of the water flow. In addition, a creature that failed the save cannot move by its own and takes bludgeoning damage at the beginning on each turn.

Once per turn, a creature caught by the rapids can make a Strength (Athletics) check. On a success, that creature can move again by its own to try to swim out the rapids.

ROGUE WAVE

Dangerous Hazard

A large and unexpected wave that can be extremely dangerous to ships across the ocean. The area where the rogue wave is located is considered difficult terrain.

When a creature is hit by the rogue wave, it must succeed on a Strength saving throw or take bludgeoning damage (or half as much damage on a successful save). A creature that failed the save is considered caught by the wave and it cannot move by its own unless it succeed a Strength (Athletics) check.

On an initiative count 20 (losing initiative ties) the rogue wave, along with any creatures in it, moves in a straight line at a speed of 50 feet per turn, and any Huge or smaller creature inside the wave must make a Strength saving throw or take bludgeoning damage. The wave damage is reduced by 1d10 on each subsequent round, and when the damage is reduced to 0, the wave ends.

SANDSTORMS

Dangerous Hazard

Any creature that ends its turn in the sandstorm must make a Constitution saving throw or be blinded until the sandstorm ends. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature cannot be blinded by the sandstorm if it's wearing goggles or something that protects its eyes.

Any check that relies on sight or hearing is made with disadvantage for the duration of the sandstorm.

UNSTEADY GROUND

Setback Hazard

The area where the unsteady ground is located is considered difficult terrain. Any creature standing in the area of this hazard that moves at least 1 foot on its turn must succeed on a Dexterity (Acrobatics) check or fall prone. If a creature uses a Dash action while standing in the unsteady ground, it must make the check again.



PART 3

Expanded Crafting



CHAPTER 7: MATERIALS

WHEN ADVENTURING, IT'S POSSIBLE TO FIND common and exotic materials. These raw elements, scattered across the wilderness, hidden in dungeons, or in some cases available in the local market, stand as the core element for crafting new pieces of gear, weapons, and other kind of gear.

In this chapter you will find new rules for collecting materials that can be useful for crafting or selling.

MATERIAL SOURCES

The first step for crafting new pieces of gear is to collect new materials. Without them, it's impossible to craft any type of equipment. There are two main ways to find or get new materials, and depending on the situation and material required, one will be better than the other.

ADVENTURING

Whether camping in the embrace of a mysterious forest, delving into the depths of an abandoned mine, braving the ocean's depths, or surviving the shadows of a dungeon, the opportunities to harvest raw materials is always present. Mining mineral veins, gathering herbs, harvesting creature parts, salvaging, looting, and other similar activities are the most common way for characters to get new materials for crafting gear.

FINDING MATERIALS

If a character doesn't know the location of a material, it can make an Intelligence (Nature) check and spend 30 minutes to try to find it in the area. The DC is determined by the rarity of the material in the area, as shown in the table below.

FINDING MATERIALS

Amount of Materials in the Area	DC
Abundant materials in the area	10
Limited number of materials in the area	15
Very little, if any, number of materials in the area	20
<i>Material Rarity Modifiers</i>	
Rare	+2
Very rare	+5
Legendary	+10

The DC might increase or decrease depending on the type of material and for how long it has been extracted. A mine can start to run out of minerals, which might increase the DC. Plants and herbs can grow again after being gathered, maintaining or even reducing the DC.

PURCHASING

When adventurers don't have enough time to go in a quest for collecting new materials, they can spend their gold coins and buy the materials needed. In general, this way is faster for common materials, but it will be more expensive and it will be limited to the available stock a merchant has.

COLLECTING MATERIALS

CRAFTING IS AN ART, AND THE INGREDIENTS ARE AS *varied as the landscapes they hail from. The remnants of vanquished foes, shining minerals, and exotic flora are the building blocks for legendary gear.*

--- Valdred Lok, *The Monster Hunter Diary*

CREATURE PARTS

Creature parts are generally used as trophies and decorations for their armor and houses, but others use them as materials for crafting armor, weapons, or as ingredients for a concoction.

When characters hunt down or find a dead creature, they can attempt to harvest some parts by making a harvesting check. Since creatures vary in type, the skill used in a harvesting check depends on the creature type.

HARVESTING CHECK

Creature Type	Skill Used
Aberration, construct, dragon, elemental, fey, ooze	Arcana
Beast, giant, humanoid, monstrosity, plant	Nature
Celestial, fiend, undead	Religion

After determining the skill to be used, the character makes the skill check. The DC will depend on the creature's Challenge Rating. If a creature has a Challenge Rating lower than 2, don't add it to the DC.

Harvesting check DC = 12 + half the creature's Challenge Rating

Each of these checks takes 10 minutes, and the number of checks a character can make will depend on the size of the creature. Each successful check gives the character a number of units of the part harvested. On a failure, the part is destroyed.

Depending on the creature, the Dungeon Master determines the number of checks the party can make and the number of units a character gets on a success. The following table shows the suggested number of checks per size, and the units collected on a successful check.

HARVESTING UNITS

Creature Size	Suggested Maximum Checks	Maximum Units per Check
Tiny	1	1/4 unit
Small	2	1/2 unit
Medium	2	1 unit
Large	3	2 units
Huge	4	3 units
Gargantuan	5	4 units

For example, a group of characters can make up to four checks for harvesting units of scales from a Huge red dragon, but they can make only one check for harvesting the heart (which also gives only one unit instead of three).

KEEPING PARTS CHILLED

If characters want to keep some creature parts for later use, they might need to maintain the parts in a chilled place to avoid decomposition. For this, characters can use objects like a *Bag of Colding*, which can be found in the Magic Items section of this guide.

EXOTIC MATERIALS

There are plenty of exotic materials that can be used for crafting armor, weapons, and any other kind of gear, providing additional benefits to items made with them. These valuable materials are divided in different groups to categorize them, and they can be found in different locations or deposits scattered across the world.

To gather Exotic materials, you must make a Strength, Dexterity, or Intelligence check (your choice). If you have proficiency with the Athletics skill, the Nature skill, a tool, or you can cast spell that might be useful, you can add your proficiency bonus to the roll. The following table shows some suggestions of tools, spells, and checks for gathering materials.

EXOTIC MATERIALS

Group	Tool or Spell	Suggested Check
Ores	<i>Mold earth</i>	Strength
Crystals and stones	Mason's tools	Strength or Dexterity
Wood	Carpenter's tools	Strength or Dexterity
Other materials	Varies	Varies
Plants and Herbs	Herbalism kit	Dexterity or Intelligence

The DC for the check will depend on the abundance of the material in the area, as shown in the Finding Materials table earlier in this chapter. On a success, compare the check result with the following table to see how many units you get.

UNITS COLLECTED

Check Result	Units Collected
DC succeeded by 4 or less	1d4 + Ability modifier
DC succeeded between 5 to 9	1d6 + Ability modifier
DC succeeded by 10 or more	1d8 + Ability modifier

The time used for collecting these materials equals to 1 hour for each check, and you can make a number of checks equal to your Intelligence or Constitution modifier, whichever number is higher (minimum 1).

In addition, to represent that materials are limited per zone, every time a character successfully collects exotic material units, the Dungeon Master can increase the DC of all subsequent checks a character makes to find the same material in that area by 2.

EXTRACTING MATERIALS EXAMPLE

Altis, a dragonborn warrior, wants to collect some ebonite for crafting a new weapon. He heard there are some ebonite veins in the area, but he doesn't know exactly where, so he must make an Intelligence (Nature) check first to find a vein. Since it's an uncommon material with limited abundance, the base DC is 15. He rolls a 17, finding a suitable ore vein.

Then, Altis makes a Strength check to mine the vein he just found, and since he is proficient with the Athletics skill, he adds his proficiency bonus to the roll. The result of his check is 16, so he can collect a number of ebonite units equal to 1d4 plus his Constitution or Intelligence modifier.

If Altis wants to collect ebonite units again in that area, he doesn't have to make an Intelligence (Nature) check again to find the ebonite vein, but the DC will be 17 instead of 15 because he successfully collected some units of that material with the previous check.

EXOTIC ORE



NEW MATERIALS

This section includes a list of new materials, their special properties, and uses in crafting.

Some of these materials grant damage reduction. In these cases, if you are wearing an armor and shield that reduces the same damage type, you can combine the rolls to reduce the damage even more.

CREATURE PARTS

This section has some generic creature parts benefits that can be applied for crafting new gear. The Dungeon Master might consider additional properties can be also applied to a piece of gear depending on the creature that provided the parts.

ARMOR AND WEAPON BONUS

Any nonmagical armor or weapon crafted with creature parts can provide an AC or attack and damage bonus. This will depend on the Challenge Rating of the creature that provided the parts, as shown in the table below.

NONMAGICAL ARMOR AND WEAPONS BONUS

Creature CR	Armor Class	Weapons (attack and damage)
6 or less	none	none
7-12	none	+1
13-18	+1	+2
19-24	+2	+3
25+	+3	+4

CHITIN

These flexible shells of chitinous creatures such as giant crabs and monstrous insects are used to craft armors that are lighter than metallic armors.

Armor. Replaces the metal. While wearing a medium armor (non hide) made with chitin, the armor's dexterity bonus increases by 1, and heavy armors made with chitin reduce the Strength requirement by 1.

CREATURE ESSENCE

The creature essence represents the fundamental nature of any creature, is generally viewed as a mystical or ethereal substance that resides at the core of a creature, embodying the essence of its existence. Fire elementals might have their essence contained within a molten core, undead essence can be found within a globe of ectoplasm, fiends and celestials dust or remnants can be collected for getting their essence, and so on. All creatures are different, but they're grouped up in types which determines their essence, which can be used for brewing concoctions or crafting magic gear that is related in some way to the creature type.

The creature type determines the essence type, and the Dungeon Master decides where the essence is located within the creature, and how it can be collected.

EXTRACTING THE ESSENCE

Characters can extract units of any essence using an *essence extraction device*. You can read more about that item in the Magic Items section of this guide.

DAMAGE REDUCTION & DAMAGE BONUS

If a creature part should grant damage reduction against a damage type, the damage you take is reduced by 1d4. On the other hand, if a part should grant bonus damage, the additional damage you deal is 1d4.

For these cases, you can use the following table to add specific tags to the part name to represent the resistance or extra damage type the part grant.

DAMAGE REDUCTION OR DAMAGE BONUS

Tag	Damage Type
Corrosive	Acid
Frost	Cold
Flame	Fire
Volt	Lightning
Wither	Necrotic
Venom	Poison
Aether	Radiant

For example, fire resistant scales can be named as "flame scales", a lightning resistant chitin can be named as "volt chitin", and a necrotic dealing claw can be named as "wither claw".

SKILL CHECK BONUS

Some creature parts can grant bonuses in skill checks you make, granting a +3 bonus to that roll. The following table have some samples of parts that can grant a bonus on some particular skill check.

SKILL BONUS

Part	Skill Check Bonus
Bones	Intimidation
Colorful skin	Animal handling
Chamaleonic or camouflaged skin	Stealth (for hiding in lightly obscured areas)

A colorful feather armor can grant you a +3 bonus on Wisdom (Animal Handling) check, while some chamaleonic scales will give you a +3 bonus on Dexterity (Stealth) checks for hiding in a lightly obscured area.

BODY FLUID AND SPECIAL ORGAN

The body fluid is a broad concept of any type of fluid that is inside a creature, such as blood, mucus, ectoplasm, or sap (for plant-like creatures).

A special organ is any unique part of a creature that no other creature have (like the breath sac of a dragon), or a part that can be found in other creatures, but is used for special abilities or features (such as the eyes of a basilisk).

NEW MATERIALS

Material	Cost	Rarity	Unit Weight	Material	Cost	Rarity	Unit Weight
<i>Creature parts</i>				<i>Ores</i>			
CR 0	1 sp	Common	Varies	Adamantine	100 gp	Uncommon	3 lb.
CR 1/8	2 sp, 1 cp	Common	Varies	Aetherium	480 gp	Very Rare	2 lb.
CR 1/4	5 sp	Common	Varies	Cold iron	20 gp	Common	2 lb.
CR 1/2	1 gp	Common	Varies	Ebonite	60 gp	Uncommon	1 lb.
CR 1	2 gp	Common	Varies	Mithral	40 gp	Uncommon	1/2 lb.
CR 2	4 gp	Common	Varies	Netherite	480 gp	Very Rare	2 lb.
CR 3	7 gp	Common	Varies	Orichalcum	200 gp	Rare	2 lb.
CR 4	55 gp	Uncommon	Varies	Plaguesteel	30 gp	Common	2 lb.
CR 5	90 gp	Uncommon	Varies	Silver	20 gp	Common	1 lb.
CR 6	115 gp	Uncommon	Varies	Umbrite	40 gp	Uncommon	2 lb.
CR 7	145 gp	Uncommon	Varies	Voidsteel	1,280 gp	Legendary	2 lb.
CR 8	195 gp	Uncommon	Varies	<i>Crystals and Stones</i>			
CR 9	500 gp	Rare	Varies	Aerocrystal	80 gp	Uncommon	1/2 lb.
CR 10	590 gp	Rare	Varies	Aquastone	40 gp	Uncommon	1 lb.
CR 11	720 gp	Rare	Varies	Arcanite quartz	240 gp	Rare	2 lb.
CR 12	840 gp	Rare	Varies	Ceruleite crystal	60 gp	Uncommon	2 lb.
CR 13	2,500 gp	Very Rare	Varies	Dwarvenstone	20 gp	Common	3 lb.
CR 14	2,875 gp	Very Rare	Varies	Ignium	60 gp	Uncommon	2 lb.
CR 15	3,250 gp	Very Rare	Varies	Obsidian	40 gp	Uncommon	2 lb.
CR 16	3,750 gp	Very Rare	Varies	Primordium	40 gp	Uncommon	1 lb.
CR 17	4,500 gp	Very Rare	Varies	Psionite	60 gp	Uncommon	1 lb.
CR 18	5,000 gp	Very Rare	Varies	<i>Wood</i>			
CR 19	11,000 gp	Legendary	Varies	Blazewood	60 gp	Uncommon	2 lb.
CR 20	12,500 gp	Legendary	Varies	Feywood	30 gp	Common	2 lb.
CR 21	16,500 gp	Legendary	Varies	Gloomwood	30 gp	Common	2 lb.
CR 22	20,500 gp	Legendary	Varies	Ironwood	20 gp	Common	2 lb.
CR 23	25,000 gp	Legendary	Varies	Spiritwood	160 gp	Rare	2 lb.
CR 24	31,000 gp	Legendary	Varies	<i>Other Materials</i>			
CR 25	37,500 gp	Legendary	Varies	Eternal ice	60 gp	Uncommon	2 lb.
CR 26	45,000 gp	Legendary	Varies	Green amber	480 gp	Very Rare	2 lb.
CR 27	52,500 gp	Legendary	Varies	Leafweave	20 gp	Common	1 lb.
CR 28	60,000 gp	Legendary	Varies	Shadow linen	30 gp	Common	1 lb.
CR 29	67,500 gp	Legendary	Varies				
CR 30	77,500 gp	Legendary	Varies				

VARIANT: FIXED CREATURE PART VALUE

You can use the following values as an alternative to simplify the variety of creature parts values.

CR	Unit Rarity	Unit Value
3 or less	Common	2 gp
4-8	Uncommon	120 gp
9-12	Rare	650 gp
13-18	Very Rare	2,200 gp
19+	Legendary	15,000 gp

ORES

Ores are exotic and coveted materials mined from veins or unearthed in ancient caverns which experienced blacksmiths can use for making high quality gear with special properties.

ADAMANTINE

Uncommon material (ore)

A dense, lustrous metal with a dark sheen, impervious to scratches. Adamantine is known as one of the hardest substances in existence, and its forged creations exhibit unparalleled strength.

Armor. While you're wearing an adamantine armor, any critical hit against you becomes a normal hit, unless the attack was with a melee weapon or ammunition made of or coated with adamantine.

Weapon. Whenever an adamantine weapon or piece of ammunition hits an object, the hit is a critical hit.

AETHERIUM

Very rare material (ore)

A white bright metal that can be found on golden-tailed meteorites and locations under the influence of good-aligned powerful entities. It's soft on touch but very resistant, known for being used by celestial beings and other holy individuals for crafting their gear to fight infernal and fiendish creatures.

Armor. An armor or shield made with aetherium reduces the radiant damage you take by 1d4.

Weapon. A weapon or piece of ammunition made with aetherium is considered magical for the purpose of overcoming resistance to nonmagical attacks and damage against fiends or undead. On a hit, it deals an additional 1d4 radiant damage. Additionally, when you hit a fiend or an undead with an aetherium weapon, you can roll the total damage again and use either result.

COLD IRON

Common material (ore)

Forged without heat, this iron gleams with a frigid hue. Renowned for countering fey and fiendish foes, it retains an eerie chill that resonates with its supernatural purpose.

Weapon. When you hit a fey or a fiend with a cold iron weapon or piece of ammunition, you can roll the damage again and use either result.

EBONITE

Uncommon material (ore)

A black, scorched-like ore, emanates an aura of chilling darkness. Its surface, cold to the touch, reflects an abyssal depth.

Armor. An armor or shield made with ebonite reduces the necrotic damage you take by 1d4.

Weapon. A weapon or piece of ammunition made with ebonite deals an additional 1d4 necrotic damage.

MITHRAL

Uncommon material (ore)

A luminous white-silver metal, radiates a gleaming aura of elegance. Lighter and more flexible than standard steel, it is cherished by artisans and warriors for crafting agile, yet resilient armaments.

General. Items made with mithral weigh half their normal weight.

Armor. An armor or shield made with mithral doesn't impose disadvantage on Dexterity (Stealth). If the base armor has a Strength requirement, the mithral version of it doesn't.

Weapon. Two handed weapons made with mithral lose the *heavy* property and all the other weapons gain the *light* feature.

NETHERITE

Very rare material (ore)

A blood red metal that can be found on red-tailed meteorites or in regions that has been touched by fiendish energies. Coveted by devils, it fuels the creation of infernal armaments, designed to combat celestial adversaries with malevolent efficacy and dark aesthetic allure.

Armor. An armor or shield made with netherite reduces the necrotic damage you take by 1d4.

Weapon. A weapon or piece of ammunition made with netherite is considered magical for the purpose of overcoming resistance to nonmagical attacks and damage against celestials. On a hit, it deals an additional 1d4 necrotic damage. Additionally, when you hit a celestial with a netherite weapon, you can roll the total damage again and use either result.

ORICALCUM

Very Rare material (ore)

A radiant bronze-orange ore, is revered for its unique ability to naturally absorb magical essence. Sought by mage hunters, it's employed for crafting protective gear that shields against magical effects.

Armor. An armor or shield made with orichalcum reduces the force damage you take by 1d4. Additionally, whenever you make a Saving Throw against a spell or spell effect, you have a +1 bonus on that roll.

Weapons. A weapon or piece of ammunition made with orichalcum deals an additional 1d4 force damage. Additionally, when you hit a creature that is concentrating on a spell, you impose disadvantage to the Constitution saving throw it must make to maintain concentration.

PLAGUESTEEL

Common material (ore)

An ancient mossy-like ore, emanates a sinister aura with drifting spores. Coveted for its toxic properties, it's harnessed by blacksmiths to forge weapons that deliver potent poison damage.

Weapons. A weapon or piece of ammunition made with plaguesteel deals an additional 1d4 poison damage.

SILVER

Common material (ore)

A gleaming metallic source, is treasured for its unique property. Silver has long been associated with purity and protection, and blacksmiths apply it to coat or craft weapons to repel or harm some supernatural monsters.

Weapon. A weapon or piece of ammunition made or coated with silver can overcome resistances and immunities of some creatures, allowing the wielder to actually deal damage to those entities (such as lycanthropes).

UMBRITE

Uncommon material (ore)

A mysterious black ore found in the darkest regions that exudes an ominous energy. Crafted into weapons, it possesses an unholy property that disrupts natural healing, causing those wounded by it to experience reduced recovery.

Weapon. When you hit a creature with an umbrite weapon or piece of ammunition, it can't regain hit points until the start of your next turn.

VOIDSTEEL

Legendary material (ore)

A extremely exotic ore from the cosmic void, gleams with an ethereal darkness. Forged into weapons, it channels the power of the void, slashing the fabrics of reality, leaving a haunting mark on those it strikes.

Weapon. A weapon or piece of ammunition made with voidsteel is considered magical for the purpose of overcoming resistance to nonmagical attacks and damage. On a hit, you deal an additional 1d4 force damage and 1d4 necrotic damage, and on a critical hit, you can roll one additional weapon damage die when determining the extra damage for a critical hit.

CRYSTALS AND STONES

Crystals and stones are extraordinary geological formations, and some of them possesses distinct properties when utilized in crafting new gear.

AEROCRYSTAL

Uncommon material (crystal)

A luminous light-blue crystal reminiscent of glass, is renowned for crafting weapons that embody agility and precision. Its ethereal glow infuses blades with a weightless grace, ideal for swift and accurate combat.

Weapon. You can use your Dexterity modifier for attacks and damage made with an aerocrystal weapon.

AQUASTONE

Uncommon material (stone)

A serene ocean-hued stone, is favored by sea and waterborne beings for crafting weaponry and armor. Its innate connection to the waters grants gear resilience and adaptability in aquatic environments.

Armor. Replaces the metal. While wearing a medium or heavy armor (non hide) made with aquastone, swimming doesn't cost you extra movement, and your speed while swimming increases by 10 feet.

Weapon. Any melee weapon made with aquastone doesn't have disadvantage on the attacks rolls while underwater.

ARCANITE QUARTZ

Rare material (crystal)

A captivating blue crystalline substance, serves as a remarkable conduit for magic. Its naturally attuned structure enhances the flow of arcane energies, making it a prized material for crafting potent and efficient magical implements.

General. Arcanite quartz shields and weapons can function as an arcane focus for spells.

Weapon. Items made with arcanite quartz are considered magical for the purpose of overcoming resistance to nonmagical attacks and damage.

CERULITE CRYSTAL

Uncommon material (crystal)

When a thunderstorms form, there is a small chance that rocks in that area can be struck by a lightning, but instead of destroying it, the rock melts and rapidly crystalizes, capturing the lightning inside of it, changing its color to a shining dark blue and shining crystal.

Armor. An armor or shield made with cerulite crystal reduces the lightning damage you take by 1d4.

Weapon. A weapon or piece of ammunition made with cerulite crystal deals an additional 1d4 lightning damage.

DWARVENSTONE

Common material (stone)

Dwarvenstone, a marble-like rock veined with earthy hues, is the choice material for ceremonial armor among dwarves. Though heavier and bulkier than traditional metallic armors, its dense composition provides unmatched protection, embodying the steadfast resilience of dwarven defenders in their city's sacred rituals.

Armor. An armor made with dwarvenstone weigh one and a half their normal weight (rounded up). Wearing a dwarvenstone armor grants you advantage on checks against being knocked prone or moved against your will. If the wearer has a Strength score lower than 15, their speed is reduced by 10 feet.

IGNUM

Uncommon material (stone)

This black and semi-translucent stone have some bright red, glowing parts that resembles lava flowing inside of it. This stone can be found near volcanoes, magma pools and lava rivers.

Armor. An armor or shield made with ignum reduces the fire damage you take by 1d4.

Weapon. A weapon or piece of ammunition made with ignum deals an additional 1d4 fire damage.

OBSIDIAN

Uncommon material (stone)

Obsidian, a black to deep purple, glass-like stone, possesses an unparalleled sharpness. Formed through rapid cooling of volcanic lava, its razor-edged surface makes it a coveted material for crafting exceptionally keen and deadly blades.

Armor. While wearing a medium or heavy armor (non hide) made with obsidian, any creature that grapples you takes 1d4 slashing damage.

Weapons. A weapon or piece of ammunition made with obsidian deals an additional 1d4 slashing damage.

PRIMORDIUM

Uncommon material (stone)

An ethereal, softly-glowing stone that radiates with an aura capable to disrupt elemental creatures and their energies. Its luminous presence marks it as a unique and powerful tool against the very fabric of elemental forces.

Weapon. A weapon or piece of ammunition made with primordium is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage against elementals. When you hit an elemental, you can roll the damage again and use either result.

PSIONITE

Uncommon material (crystal)

A translucent lavender crystal that resonates with ethereal energy, which is known for its unique ability to channel psionic and psychic forces.

Armor. An armor or shield made with psionite reduces the psychic damage you take by 1d4.

Weapon. A weapon or piece of ammunition made with psionite deals an additional 1d4 psychic damage.

WOOD

Exotic woods are rare, fantastical materials revered for their unique properties. Crafted into gear, they imbue items with extraordinary qualities.

BLAZEWOOD

Uncommon material (wood)

Blazewood is harvested from trees once consumed by intense or magical fire. A blazewood possesses a vibrant orange-red hue, it's warm to the touch, and it retains the elemental essence of flames, allowing weapons crafted from it to deal additional fire damage in combat.

Armor. A shield made with blazewood reduces the fire damage you take by 1d4.

Weapon. A weapon made with blazewood deals an additional 1d4 fire damage.

FEYWOOD

Common material (wood)

An emerald wood that was touched by fey magic. Its gnarled and hardened texture, adorned with sharp, twisted spines, not only symbolizes the influence of fey entities but also enables weapons crafted from it to deal additional piercing damage to adversaries.

Weapon. A weapon made with feywood deals an additional 1d4 piercing damage.

GLOOMWOOD

Common material (wood)

Gloomwood, corrupted by malevolent necrotic energies, presents a haunting charcoal-black appearance. Its once-vibrant essence drained, this sinister wood emanates an eerie aura, and when utilized in crafting, it carries a spectral essence that can instill a sense of dread or darkness in the finished items.

Weapon. A weapon made with gloomwood deals an additional 1d4 necrotic damage.

IRONWOOD

Common material (wood)

A pale gray wood resembling petrified wood, defies its appearance with unparalleled strength akin to iron. This sturdy material, when crafted, yields weapons and armor of exceptional resilience.

Armor. The ironwood replaces the metal of any medium or heavy armor without losing their defensive properties.

Weapon. The ironwood replaces the metal of any weapon without losing their offensive properties.

SPIRITWOOD

Rare material (wood)

This cyan-like wood can be collected from trees that grow deep in old forests that have a natural connection with the magic. Renowned for its ethereal resonance, this wood serves as a natural conduit and stabilizer for magic.

General. Spiritwood shields and weapons can function as an arcane focus for spells.

Armor. The spiritwood replaces the metal of medium armor, heavy armor, and shields without losing their defensive properties. While wearing a spiritwood armor, you gain a +3 bonus to concentration checks to maintain a spell.

Weapon. A weapon made with spiritwood is considered magical for the purpose of overcoming resistance to nonmagical attacks and damage.

OTHER MATERIALS

This section encompasses any other exotic material that won't fit in the other categories.

ETERNAL ICE

Uncommon material (other)

With a special process and tools, this cold white-blue block of ice can resist very high temperatures and it cannot be melted in normal conditions, making it possible to craft some equipment with it.

Armor. An armor or shield made with eternal ice reduces the fire damage you take by 1d4.

Weapon. A weapon made with eternal ice deals an additional 1d4 cold damage.

GREEN AMBER

Rare material (other)

Green Amber, a luminous gem with a verdant glow, acts as a conduit for healing magic. Its unique properties not only enhance restorative powers but also make it particularly effective against the undead, amplifying the potency of healing spells and turning the weapon into a bane for the undead.

General. Green amber shields and weapons can function as an arcane focus for spells. Any healing spell

you cast through a green amber arcane focus heals an additional 1d4 hit points.

Weapon. A weapon or piece of ammunition made with green amber is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage against undead. When you hit an undead, you can roll the damage again and use either result.

LEAFWEAVE

Common material (other)

Leafweave, a masterful fusion of naturally processed leaves, takes on a robust texture akin to leather. Prized by forest hunters, this material provides a stealthy camouflage, offering both durability and adaptability for those navigating the woodland shadows with silent precision.

Armor. A non-metallic armor made with leafweave grants you a +1d4 bonus on any Dexterity (Stealth) checks made to hide in forests and other areas with considerable plant life.

SHADOW LINEN

Common material (other)

Shadow Linen, a dark and regal purple fabric, is derived from unique plants or regions touched by the shadow or negative plane. Luxuriously soft yet inherently mysterious, garments fashioned from this material carry an enchanting aura, reflecting the profound influence of the shadowy realms.

Armor. A non-metallic armor made with shadow linen reduces the psychic damage you take by 1d4.



OPTIONAL RULE: MATERIAL RESISTANCE

A nonmagical armor, shield, or weapon made with special materials have a number of **durability points**. If the points are reduced to 0, the piece of equipment is broken and the character must to repair it to use it again.

Durability points are reduced in the following events:

- When you miss an attack roll with a weapon by 5 or more, the durability of the weapon is reduced by 1 point.
- When you make an attack with a weapon and you roll a 1, the durability of the weapon is reduced by 2 points.
- When an enemy hit you by 5 or more, the durability of your armor is reduced by 1 point.
- When you take a critical hit from an opponent, it reduces your armor durability points by 2.

Each reduced durability point also reduces the attack bonus and damage dealt for weapons and the AC for armors.

The number of durability points depends on the material value. In the following table you can see how many durability points a piece of gear will have. A material that replaces any of the materials mentioned in the table uses the resistance of the replaced material (for example, a coral plate armor uses the metal durability points).

DURABILITY POINTS BY VALUE

Material Value	Clothing, non-metallic	Wood	Metal
40 or less	2	3	4
41 - 100	3	4	5
101 - 500	4	5	6
501 or more	5	6	7

If you want to repair a piece of equipment made with a special material, you need to make a tools check using the required artisan tools. **The DC equals to 8 + total amount of reduced durability points.**

Depending on what you're trying to repair, you need to use a number of units of the same material, as shown in the following table.

Equipment type	Number of Material Units
Armor	2 units
Weapon or shield	1 unit

On a successful check, the equipment is repaired completely, regaining all its durability points. On a failure, the item remains unrepaired until you make a new check after a short or long rest. If you fail the check by 5 or more, the units used for repairing are lost.

The Dungeon Master can apply these variant rules to common materials like iron and wood. Determine the durability points using the market value of the items, and for repairing them you will need units of iron, wood, or any other common material.

PLANTS AND HERBS

Material	Cost	Rarity	Unit Weight	Material	Cost	Rarity	Unit Weight
<i>Plants and Herbs</i>				Healer's boon	10 gp	Uncommon	1/4 lb.
Abyss flower	5 gp	Common	1/4 lb.	Iron thistle	5 gp	Common	1/4 lb.
Angel flower	5 gp	Common	1/4 lb.	Kajuni juice	10 gp	Uncommon	1/4 lb.
Aniseed Sap	5 gp	Common	1/4 lb.	Kreet paste	5 gp	Common	1/4 lb.
Ash chives	10 gp	Uncommon	1/4 lb.	Lunar nectar	10 gp	Uncommon	1/4 lb.
Astralshade moss	10 gp	Uncommon	1/4 lb.	Mandrake root	5 gp	Common	1/4 lb.
Banshee's lament	5 gp	Common	1/4 lb.	Mermaid braid	5 gp	Common	1/4 lb.
Blackleaf rose	5 gp	Common	1/4 lb.	Nightshade	5 gp	Common	1/4 lb.
Blood herb	5 gp	Common	1/4 lb.	Olina petals	5 gp	Common	1/4 lb.
Blue cress	10 gp	Uncommon	1/4 lb.	Phoenix featherfern	20 gp	Rare	1/4 lb.
Blue seaweed	10 gp	Uncommon	1/4 lb.	Quicksilver fern	10 gp	Uncommon	1/4 lb.
Bone garlic	10 gp	Uncommon	1/4 lb.	Raiflower	10 gp	Uncommon	1/4 lb.
Carmine starthistle	10 gp	Uncommon	1/4 lb.	Raven silkweed	5 gp	Common	1/4 lb.
Celestial bloom	10 gp	Uncommon	1/4 lb.	Serpentleaf herb	10 gp	Uncommon	1/4 lb.
Chromatic mud	5 gp	Common	1/4 lb.	Somnivine	10 gp	Uncommon	1/4 lb.
Crimson brittlebush	5 gp	Common	1/4 lb.	Slime thimbleberry	20 gp	Rare	1/4 lb.
Dragontongue petals	5 gp	Common	1/4 lb.	Storm daisy	5 gp	Common	1/4 lb.
Drojos ivy	5 gp	Common	1/4 lb.	Spineflower berries	20 gp	Rare	1/4 lb.
Dusk itchweed	5 gp	Common	1/4 lb.	Sugar hibiscus berries	5 gp	Common	1/4 lb.
Ebrium fungus	5 gp	Common	1/4 lb.	Tempest flower	5 gp	Common	1/4 lb.
Ecire laurel	10 gp	Uncommon	1/4 lb.	Thunderleaf	5 gp	Common	1/4 lb.
Ellond shrub	5 gp	Common	1/4 lb.	Twilight wormwood	5 gp	Common	1/4 lb.
Emberroot	10 gp	Uncommon	1/4 lb.	Ucre bramble	10 gp	Uncommon	1/4 lb.
Frostbloom lily	10 gp	Uncommon	1/4 lb.	Umbra orchid	20 gp	Rare	1/4 lb.
Frenn moss	5 gp	Common	1/4 lb.	Viper thistle	5 gp	Common	1/4 lb.
Ghostly snowdrop	5 gp	Common	1/4 lb.	White poppy	5 gp	Common	1/4 lb.
Goblin mud	5 gp	Common	1/4 lb.	Winter turtlehead	5 gp	Common	1/4 lb.
Glowing duscle	10 gp	Uncommon	1/4 lb.	Wisp stems	5 gp	Common	1/4 lb.
Golden coneflower	5 gp	Common	1/4 lb.	Wizard's clover	5 gp	Common	1/4 lb.
Golden hibiscus	5 gp	Common	1/4 lb.	Wolfhair moss	5 gp	Common	1/4 lb.
Gray gilliflower	5 gp	Common	1/4 lb.	Yeti's parsley	10 gp	Uncommon	1/4 lb.

ABYSS FLOWER



BANSHEE'S LAMENT

PLANTS AND HERBS

A lot of flora is used by herbalists and alchemists to create potions, oils and other medicinal concoctions, some uses them for preparing meals, and other like assassins and criminals might use these to craft deadly or dangerous poisons.

ABYSS FLOWER

Common material (plant)

A dark pink flower with a thorny stem.

Bomb effect: Bomb I (poison)

Meal effect: —

Poison effect: Condition (unconscious)

Potion effect: —

ANGEL FLOWER

Common material (plant)

A tiny white yellow flower found in mountains near rocks and stones.

Bomb effect: Blinding I

Meal effect: —

Poison effect: —

Potion effect: Fortify I (Wisdom)

ANISEED SAP

Common material (plant)

A thick amber-like fluid extracted from an Aniseed tree, generally found in cold regions.

Bomb effect: —

Meal effect: —

Poison effect: Vulnerability I (acid)

Potion effect: Resistance I (cold)

ASH CHIVES

Uncommon material (plant)

A plant that grows in clumps from underground bulbs and produce round, hollow gray leaves.

Bomb effect: Bomb I (fire)

Meal effect: Flaming

Poison effect: Vulnerability I (fire)

Potion effect: —

ASTRALSHADE MOSS

Uncommon material (plant)

This luminescent moss thrives in moonlit forests.

Bomb effect: Blinding II

Meal effect: —

Poison effect: Intensify II

Potion effect: —

BANSHEE'S LAMENT

Common material (plant)

A plant with leaf rosettes and bright, vibrant colours, with either blooms or inflorescence being produced on a stalk. The color varies between blue and pink.

Bomb effect: Bomb I (psychic)

Meal effect: —

Poison effect: Condition (deafened)

Potion effect: —

BLACKLEAF ROSE

Common material (plant)

A blood red rose with a black stem and small reddish thorns.

Bomb effect: Bomb I (poison)

Meal effect: —

Poison effect: Harm I

Potion effect: —

BLOOD HERB

Common material (plant)

A dark red poisonous herb with a similar shape to the Healer's boon herb, which can be found in forests.

Bomb effect: Bomb I (poison)

Meal effect: —

Poison effect: Harm I

Potion effect: —

BLUE CRESS

Uncommon material (plant)

A plant with long stems topped with loose heads of blue, four-petalled flowers.

Bomb effect: —

Meal effect: Invigorating I

Poison effect: Intensify I

Potion effect: Movement I

BLUE SEAWEED

Uncommon material (plant)

A bright blue seaweed that appears as a fuzzy patch of tubular fingers that hang down from rocks nearby water.

Bomb effect: Bomb I (cold)

Meal effect: Frosty

Poison effect: —

Potion effect: Water breathing I

BONE GARLIC

Uncommon material (plant)

A bulbous plant that grows up to 3 feet in height. While it produces a beautiful white rounded flower, the bulb is the only part used in crafting.

Bomb effect: Bomb I (necrotic)

Meal effect: Long-lasting I

Poison effect: Harm I

Potion effect: —

CARMINE STARHISTLE

Uncommon material (plant)

A resilient thistle boasting vibrant carmine petals resembling celestial stars.

Bomb effect: —

Meal effect: —

Poison effect: Vulnerability II (radiant)

Potion effect: Healing II



CARMINE
STARHISTLE

CELESTIAL BLOOM

Uncommon material (plant)

A white and cyan ethereal-looking flower that only blooms under the light of a full moon.

Bomb effect: Bomb II (force)

Meal effect: —

Poison effect: —

Potion effect: Darkvision II

CHROMATIC MUD

Common material (plant)

Produced by some translucent aquatic weed, this strange mud that reflects the light from any light source, glowing faintly, which can be found near oceans, rivers and lakes.

Bomb effect: Bomb I (acid)

Meal effect: —

Poison effect: —

Potion effect: Resistance I (acid)

CRIMSON BRITTLEBUSH

Common material (plant)

A shrub that grows up to 30 inches tall, with fragrant leaves and a capitula with red-yellow ray florets and crimson disc florets.

Bomb effect: —

Meal effect: —

Poison effect: Vulnerability I (psychic)

Potion effect: Restoration I

DRAGONTONGUE PETALS

Common material (plant)

A plant with golden petals which are spicy and when eaten, they give a similar sensation as if you were drinking firewater.

Bomb effect: Bomb I (fire)

Meal effect: —

Poison effect: —

Potion effect: Resistance I (fire)

DRIED EPHEDRA

Common material (plant)

A brown shrub found in warm arid regions which has tiny scale-like leaves.

Bomb effect: Fog I

Meal effect: —

Poison effect: —

Potion effect: Fortify I (Constitution)

DROJOS IVY

Common material (plant)

A purple climbing or ground-creeping woody plant used by small animals as natural ropes in jungles and forests.

Bomb effect: —

Meal effect: —

Poison effect: Vulnerability I (necrotic)

Potion effect: Fortify I (Dexterity)

DUSK ITCHWEED

Common material (plant)

A plant that grows up to 6 feet tall with a solid green stem and numerous orange flowers. The leaves are spirally arranged, long and broad.

Bomb effect: Fog I

Meal effect: —

Poison effect: Vulnerability I (force)

Potion effect: —

EBRIUM FUNGUS

Common material (plant)

A brown fungus which is known by its strong odor and potent poison when dried and grinded.

Bomb effect: Bomb I (poison)

Meal effect: —

Poison effect: Weakness I (Strength)

Potion effect: —

ECIRE LAUREL

Uncommon material (plant)

An aromatic evergreen shrub with green, glabrous leaves that grows in swamps.

Bomb effect: —

Meal effect: Hearty I

Poison effect: Vulnerability I (thunder)

Potion effect: Restoration I

ECIRE
LAUREL



ELLOND SHRUB

Common material (plant)

A dried-looking woody plant with has several main stems arising at or near the ground.

Bomb effect: Bomb I (fire)

Meal effect: —

Poison effect: —

Potion effect: Healing I

EMBERROOT

Uncommon material (plant)

This roots glow like embers when harvested from resilient plants found in the heart of volcanic regions.

Bomb effect: Bomb II (fire)

Meal effect: —

Poison effect: —

Potion effect: Resistance II (fire)

FROSTBLOOM LILY

Uncommon material (plant)

Graceful and pristine, its petals glisten like fresh snow in shades of icy blue and white.

Bomb effect: Bomb II (cold)

Meal effect: —

Poison effect: —

Potion effect: Resistance II (cold)

FRENN MOSS

Common material (plant)

A blue gray moss that grows in swamps and marshes.

Bomb effect: Bomb I (poison)

Meal effect: —

Poison effect: Vulnerability I (poison)

Potion effect: —

GHOSTLY SNOWDROP

Common material (plant)

A tiny plant with two linear leaves and a single small semi-translucent white drooping bell shaped flower with blue markings.

Bomb effect: Bomb I (necrotic)

Meal effect: —

Poison effect: Vulnerability I (necrotic)

Potion effect: —

GOBLIN MUD

Common material (plant)

A bright green thick and dense mud that appears under the rocks in swamps and marshes.

Bomb effect: Bomb I (acid)

Meal effect: —

Poison effect: —

Potion effect: Resistance I (poison)

GLOWING DUSCLE

Uncommon material (plant)

An herb that reaches a height of nearly 50 inches, with long, ovate leaves. The flowers have whitish petals and yellow dots.

Bomb effect: —

Meal effect: Nourishing

Poison effect: Weakness I (Intelligence)

Potion effect: Resistance I (psychic)

GOLDEN CONEFLOWER

Common material (plant)

A plant that grows up to 4 feet tall with erect stems and leaves arranged alternately. The leaves are normally hairy with a rough texture, and the yellow flowers are collected together into single rounded heads.

Bomb effect: —

Meal effect: —

Poison effect: Condition (deafened)

Potion effect: Fortify I (Charisma)

GOLDEN HIBISCUS

Common material (plant)

A plant with lanceolate leaves with a toothed margin and a large, trumpet-shaped yellow flower with five petals.

Bomb effect: Slipperiness

Meal effect: —

Poison effect: Weakness I (Intelligence)

Potion effect: —

GRAY GILLIFLOWER

Common material (plant)

A plant that grows up to 30 inches tall, with glaucous, slender leaves. The silver-gray flowers are produced singly or up to five together in a cyme.

Bomb effect: Bomb I (lightning)

Meal effect: —

Poison effect: Condition (frightened)

Potion effect: —

HEALER'S BOON

Uncommon material (plant)

A medicinal red herb that grows near water sources like rivers and lakes.

Bomb effect: Bomb I (radiant)

Meal effect: Healthful I

Poison effect: —

Potion effect: Healing I

HEALER'S
BOON



IRON THISTLE

Common material (plant)

A silver flowering plant characterized by leaves with sharp prickles on the stem and flat parts of leaves.

Bomb effect: Bomb I (force)

Meal effect: —

Poison effect: —

Potion effect: Melee I

KASUNI JUICE

Uncommon material (plant)

A white dense liquid extracted from the spherical fruit of a Kasuni tree.

Bomb effect: —

Meal effect: Nourishing

Poison effect: Weakness I (Wisdom)

Potion effect: Fortify I (Intelligence)

KREET PASTE

Common material (plant)

A thick viscous fluid extracted from a Kreet mushroom, found in humid cold places.

Bomb effect: Slipperiness

Meal effect: —

Poison effect: Weakness I (Dexterity)

Potion effect: —

LUNAR NECTAR

Uncommon material (plant)

The nectar from the silver tiny flower named Lunar Dust, which can only be harvested under moonlight.

Bomb effect: Bomb I (psychic)

Meal effect: Frosty

Poison effect: —

Potion effect: Movement I

MANDRAKE ROOT

Common material (plant)

The roots from a Mandrake plant are known for having small air bags on its interior, and when squished, the compressed air faintly sounds like screams.

Bomb effect: —

Meal effect: —

Poison effect: Vulnerability I (psychic)

Potion effect: Resistance I (psychic)

MERMAID BRAID

Common material (plant)

A gold-brown seaweed that grows up to 30 feet long from its holdfast, found under the ocean and lakes.

Bomb effect: —

Meal effect: —

Poison effect: Weakness I (Charisma)

Potion effect: Water breathing I

NIGHTSHADE

Common material (plant)

A deep dark blue flower with 4 soft, long and pointy petals and a gray, dried-looking stem.

Bomb effect: Bomb I (necrotic)

Meal effect: —

Poison effect: —

Potion effect: Darkvision I

NIGHTSHADE



OLINA PETALS

Common material (plant)

These pink petals from an Olina flower have small bright red dots, known for its venomous properties.

Bomb effect: Bomb I (cold)

Meal effect: —

Poison effect: Harm I

Potion effect: —

PHOENIX FEATHERFERN

Rare material (plant)

An exotic fern with iridescent leaves resembling phoenix feathers.

Bomb effect: Bomb III (fire)

Meal effect: —

Poison effect: —

Potion effect: Restoration III

QUICKSILVER FERN

Uncommon material (plant)

Found near fast-flowing rivers, this fern's leaves shimmer like liquid metal.

Bomb effect: —

Meal effect: —

Poison effect: Weakness II (Intelligence)

Potion effect: Movement II

RAIFLOWER

Uncommon material (plant)

A striking electric blue perennial, its slender stems and leaves resemble bolts of lightning.

Bomb effect: Bomb II (lightning)

Meal effect: —

Poison effect: —

Potion effect: Resistance II (lightning)

RAVEN SILKWEED

Common material (plant)

A plant that grows up to 5 feet tall with simple and opposite leaves that are up to 1 foot long. The highly fragrant star-shaped flowers vary from black through purplish.

Bomb effect: Bomb I (necrotic)

Meal effect: —

Poison effect: Weakness I (Dexterity)

Potion effect: —

SERPENTLEAF HERB

Uncommon material (plant)

A venomous vibrant green perennial with sinuous, serrated leaves resembling winding serpents.

Bomb effect: Bomb II (poison)

Meal effect: —

Poison effect: Harm II

Potion effect: —

SLIME THIMBLEBERRY

Rare material (plant)

A dense shrub up to 8 feet tall with several canes growing in large clumps. This shrub produces a green fruit filled with a thick paste which is used in alchemy.

Bomb effect: —

Meal effect: Invigorating II

Poison effect: Weakness I (Charisma)

Potion effect: Movement I



SLIME
THIMBLEBERRY

SOMNIVINE

Uncommon material (plant)

A velvety lavender vine with heart-shaped leaves that exudes a soothing fragrance.

Bomb effect: —

Meal effect: —

Poison effect: Condition (unconscious)

Potion effect: Fortify II (Wisdom)

STORM DAISY

Common material (plant)

A plant with rosettes of small rounded leaves that grow flat to the ground with a silver and spiker flower.

Bomb effect: Blinding I

Meal effect: —

Poison effect: —

Potion effect: Fortify I (Dexterity)

SPINEFLOWER BERRIES

Rare material (plant)

These tiny purple brown berries grows in the center of the Spineflower, a rare plant with sharp petals and a stem filled with spines.

Bomb effect: —

Meal effect: Hearty II

Poison effect: Condition (paralyzed)

Potion effect: Fortify I (Charisma)



SPINEFLOWER
BERRIES

TEMPEST FLOWER

Common material (plant)

A plant that grows up to 10 feet tall, with simple or branched stems. The leaves are spirally arranged and the flowers are produced in daisy-like inflorescences, with yellow and orange florets arranged in a prominent, cone-shaped head.

Bomb effect: Bomb I (thunder)

Meal effect: —

Poison effect: —

Potion effect: Resistance I (lightning)

THUNDERLEAF

Common material (plant)

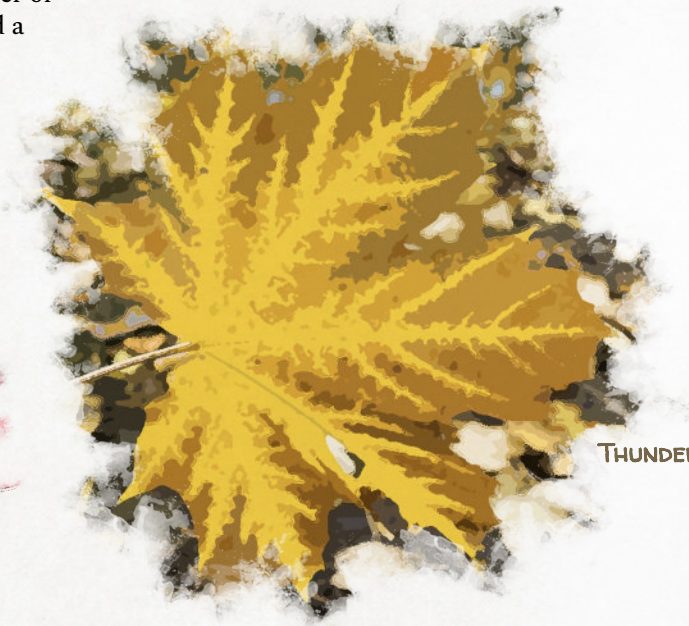
These yellow leaves are soft to touch and known for never fell from a Thundertree because of wind.

Bomb effect: Bomb I (thunder)

Meal effect: —

Poison effect: —

Potion effect: Resistance I (thunder)



THUNDERLEAF

SUGAR HIBISCUS BERRIES

Common material (plant)

A plant with simple leaves on purplish stems and a large white taproot. The flowers are also white, followed by purple black berries which are used for poisons.

Bomb effect: Bomb I (fire)

Meal effect: —

Poison effect: Intensify I

Potion effect: —

TWILIGHT WORMWOOD

Common material (plant)

A purple gray fibrous plant with straight stems, growing up to 3 feet tall. The leaves are spirally arranged, and they're known for their poisonous properties.

Bomb effect: Bomb I (psychic)

Meal effect: —

Poison effect: Condition (blinded)

Potion effect: —

UCRE BRAMBLE

Uncommon material (plant)

A white rough tangled prickly shrub with thorny stems that grows in almost every terrain.

Bomb effect: Blinding I

Meal effect: Nourishing

Poison effect: Condition (blinded)

Potion effect: —

UMBRA ORCHID

Rare material (plant)

A mysterious beauty with velvety, deep-purple petals that shimmer in ambient light. This orchid grows only during solar eclipses.

Bomb effect: —

Meal effect: —

Poison effect: Weakness III (Intelligence)

Potion effect: Fortify III (Intelligence)

VIPER THISTLE

Common material (plant)

A flowering poisonous plant characterized by leaves with sharp prickles on the stem and flat parts of leaves. The flowerhead have a bright red-purple colour.

Bomb effect: Bomb I (poison)

Meal effect: —

Poison effect: Vulnerability I (poison)

Potion effect: —

VIPER
THISTLE



WHITE POPPY

Common material (plant)

A beautiful white flower that grows up to 4 feet tall and it have 5 petals, giving it a small star shape.

Bomb effect: Fog I

Meal effect: —

Poison effect: —

Potion effect: Resistance I (necrotic)

WINTER TURTLEHEAD

Common material (plant)

A plant with opposite, simple leaves, on stout, upright stems. The flower are white and formed by two-lipped petals, which gives them a snapping beak appearance.

Bomb effect: —

Meal effect: —

Poison effect: Vulnerability I (cold)

Potion effect: Water breathing I

WISP STEMS

Common material (plant)

This tiny flower looks like a bright blue dandelion seed head. Even though it looks pretty, the stem is the only usable part for alchemical concoctions.

Bomb effect: Bomb I (poison)

Meal effect: —

Poison effect: Harm I

Potion effect: —

WIZARD'S CLOVER

Common material (plant)

A small evergreen plant with three leaves (rarely four) and heads or dense spikes of small red and yellow flowers.

Bomb effect: Bomb I (force)

Meal effect: —

Poison effect: Vulnerability I (force)

Potion effect: —

WOLFAIR MOSS

Common material (plant)

A pale gray moss that looks like fur, which grows in trees and rocks.

Bomb effect: —

Meal effect: —

Poison effect: Vulnerability I (thunder)

Potion effect: Melee I

YETT'S PARSLEY

Uncommon material (plant)

A bright glue-gray plant with a flowering stem with sparser leaves and flat-topped umbels with numerous cyanish flowers, which can be found in cold climates.

Bomb effect: Bomb I (cold)

Meal effect: Frosty

Poison effect: Condition (frightened)

Potion effect: —

CHAPTER 8: MODULAR CRAFTING



WHILE CHARACTERS CAN CRAFT A SPECIFIC ITEM BY spending some gold and time, they can also craft their own gear using exotic materials they collect during their adventures. To create an object with exotic materials, a character needs an amount of material units for crafting it.

First, you must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to a location necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor. The Crafting Requirements table have some crafting types, the required tool, and a sample item you can make.

When you have all the required tools, proficiencies, and materials, you can start creating a new item for hours or days until the item is completed. A character can work up to 8 hours per day (known as a workday). The time required will depend on the item you are creating. Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it.

CRAFTING DURING A REST

When you take a long rest, you can advance on any item you are crafting. In these cases, you can work a number of hours equal to your Constitution modifier (minimum of 0). While doing so, you have disadvantage on any other check you make.

CRAFTING AN ITEM CHECK

Item Rarity	DC
Common	8
Uncommon	10
Rare	14
Very Rare	18
Legendary	20

On a success, the item is made. On a failure, you must spend an additional hour for working and make

the check again. If you fail the check three times in a row, you lose one unit of material you used for crafting, and you must spend a number of additional hours equal to half the time required for finishing the item and make the check again.

GEAR CRAFTING

Depending on the object, a character needs a number of units of the same material for crafting a medium-sized creature piece of gear. Bigger creatures need twice the amount of materials used for each size increment, and for smaller creatures, the character needs only half materials per each size smaller than medium. In addition, you must expend half the base cost to cover any other tool and materials used while crafting.

UNITS REQUIRED FOR CRAFTING

Item	Units Required
Weapon with <i>light</i> property	1
Weapon	2
Weapon with <i>heavy</i> property	3
10 pieces of ammunition	2
Buckler	1
Shield	2
Great shield	3
Armor and clothing	3

For each hour of crafting, you advance 2 gp of the base cost of an item. Multiple characters can combine their efforts, multiplying the advancement gp by the number of characters working on it. Any additional character must be proficient with the required tool for crafting the item.

When you reach the base cost of the item, you must make a skill check using your proficiency bonus and the related Ability modifier, as shown in the Crafting Requirements table. The Difficulty Check will depend on the rarity of the item. If it's a nonmagical item, the rarity will depend on the rarest material used for that item.

Crafting	Required Tool	Related Ability	Sample Craftable Item
<i>Alchemy</i>			
Bombmaking	Alchemist's Supplies	Wisdom or Intelligence	Bomb I (Fire)
Poisonmaking	Poisoner's Kit	Wisdom or Intelligence	Harm I poison
Potionmaking	Alchemist's Supplies or Herbalism Kit	Wisdom or Intelligence	Healing I potion
Blacksmithing	Smith's Tools	Strength or Dexterity	Ebonite longsword
Cooking	Cook's Utensils	Wisdom or Intelligence	Frosty meal
Leatherworking	Leatherworker's Tools	Strength or Dexterity	Flamehide studded leather
Woodcarving	Woodcarver's Tools	Strength or Dexterity	Blazewood club

ALCHEMY

Characters can use some of the materials they collect during their adventures to craft new pieces of gear, magic weapons, and armor, but they can also use them for creating various alchemical concoctions, such as healing potions, custom poisons, and alchemical bombs.

BOMBS

This category includes any thrown mixture which can damage or cause other dangerous effects on an area. As an action, a character can throw a bomb up to 30 feet to a location it can see. The mixture shatters when it reaches the location, releasing its content, and any creature within the area of explosion must make a Dexterity saving throw or take damage. A successful save reduces the damage in half.

The concoction rarity determines save DC and the area of explosion of the bomb.

Concoction Rarity	Save DC	Area of Explosion
Common	10	5-foot radius
Uncommon	13	10-foot radius
Rare	15	15-foot radius
Very rare	17	20-foot radius

POISONS

When creating a poison, the character must choose the poison type, which can be contact, ingested, inhaled or injury. You can read more about the poison types in the *Dungeon Masters Guide*.

The concoction rarity determines the Constitution save DC a creature must make to try to resist the poison.

Concoction Rarity	Save DC
Common	10
Uncommon	13
Rare	15
Very rare	17

If the creature fails the check, is considered poisoned for the duration of the poison. Then, and any other effects the concoction have occurs. The poisoned condition last for the duration of the poison. If the poison imposes any other effect or condition, the creature can repeat the saving throw at the end of each of its turns, ending any additional effects on itself on a success.

POTIONS

Potions are mixtures created to give benefits to anyone who drinks it. The effect depends on the potion used.

A creature can only be under the effects of one potion that has a duration, and drinking a new potion will replace the previous effect.

CREATING A CONCOCTION

Due the complexity of some mixtures, only the most experienced characters can create certain concoctions. The character level determines the maximum rarity of the concoction it can create, as shown in the table below.

Character Level	Maximum Concoction Rarity
1st	Common
3rd	Uncommon
7th	Rare
10th	Very Rare

For creating a concoction, the character must be proficient and use a particular tool: **alchemist's supplies for bombs, a poisoner's kit for poisons, or an herbalism kit for potions**. In addition, an empty vial is required for storing the created mixture at the end of the process.

A character can combine up to four reagents to create a mixture, which determines the time required for crafting and the gold cost for covering other materials and tools.

CREATING A CONCOCTION

Concoction Type	Time to Craft	Gold Cost
Bomb		
1 Reagent	8 hours (1 workday)	25 gp
2 Reagents	24 hours (3 workdays)	80 gp
3 Reagents	40 hours (1 workweek)	250 gp
4 Reagents	80 hours (2 workweeks)	500 gp
Poison		
1 Reagent	1 day	25 gp
2 Reagents	24 hours (3 workdays)	100 gp
3 Reagents	40 hours (1 workweek)	500 gp
4 Reagents	80 hours (2 workweeks)	1,000 gp
Potion		
1 Reagent	8 hours (1 workday)	25 gp
2 Reagents	40 hours (1 workweek)	100 gp
3 Reagents	120 hours (3 workweeks)	1,000 gp
4 Reagents	160 hours (4 workweeks)	10,000 gp

Multiple characters can combine their efforts. Divide the time needed to create a concoction by the number of characters working on it. As a rule, the number of characters that can work on the same concoction cannot exceed the number of reagents used. Still, the Dungeon Master have the last word when deciding how many characters can work on each concoction.

When you complete the time to craft the concoction, you must make a skill check using your proficiency bonus and the related Ability modifier, as shown in the Crafting Requirements table. The Difficulty Check will depend on the rarity of the concoction.

CONCOCTION RARITY

The concoction rarity is determined by highest level of the effects it have. In addition, the concoction rarity determines how long the mixture effects last (only for effects that have a duration).

Maximum Effect Level	Concoction Rarity	Effects Duration
I	Common	1 minute
II	Uncommon	10 minutes
III	Rare	1 hour
IV	Very rare	5 hours

For example, a concoction created using reagents with a maximum effect level I is a common concoction, and any effect with a duration will last for 1 minute, and a mixture created using reagents with a maximum effect level III is a rare concoction, and the effects with a duration will last for 1 hour.

REAGENTS

A reagent is the material used in alchemy that give the effect for any concoction. Each reagent grants a number of levels of the effect they produce. Most of the reagents will have level 1 effects, but rarer reagents will give a level 2 effect or even more.

When using reagents with the same effect, you combine the levels of that effect, but a mixture cannot exceed the maximum level of the effects, and any additional levels the reagents give are lost. For example, using a Harm I reagent and a Harm III will result in a mixture with the Harm IV effect, and using a Harm II and a Harm III will also result in a mixture with the Harm IV effect.

A character can also combine reagents with different effects to create special concoctions. On the other

hand, a character cannot combine effects from different concoction types, such as combining the Blinding (a bomb effect) with the Weakness (a poison effect) in the same mixture.

COMBINATION EXAMPLES

- Using two *Healing I* reagents will result in a *Healing II* concoction.
- Using an *Archery I* and a *Resistance I (fire)* reagents will result in a *Archery I, Resistance I (fire)* concoction.
- Using two *Weakness I (Wisdom)* I and a *Vulnerability II (fire)* reagents will result in a *Weakness II (Wisdom), Vulnerability II (fire)* concoction.
- Using a *Bomb I (fire)* I, a *Bomb III (fire)*, and a *Bomb I (force)* reagents will result in a *Bomb IV (fire), Bomb I (force)* concoction.

REAGENT LIST

There are a lot of materials that can be used as reagents for concoctions, and listing each one of these might be an endless task. The Reagent List table includes several of these materials with their effects on each concoction type.

This list also incorporates some creature parts that can be used as reagents. The effect level will depend on the creature Challenge Rating, as shown below.

Creature CR	Effect Level
3 or less	I
4-8	II
9-12	III
13+	IV

REAGENT LIST

Reagent	Bomb Effect	Poison Effect	Potion Effect
<i>Aberration Creature Parts</i>			
Brain	Bomb (psychic)	Vulnerability (psychic)	—
Creature essence	Bomb (force)	Intensify	Resistance (psychic)
Tentacles	Slipperiness	Condition (paralyzed)	—
<i>Beast Creature Parts</i>			
Body fluid (blood)	—	Weakness (Intelligence)	Movement
Claw	Bomb (slashing)	—	Melee
Creature essence	Bomb (poison)	—	Fortify (Constitution)
Eye	—	—	Darkvision
Fang	Bomb (piercing)	—	—
<i>Celestial Creature Parts</i>			
Body fluid (blood)	—	Vulnerability (radiant)	Resistance (radiant)
Creature essence	Bomb (radiant)	—	Fortify (Wisdom)
Feathers	Blinding	—	Fortify (Dexterity)
Heart	—	—	Healing
<i>Construct Creature Parts</i>			
Creature essence	Bomb (force)	—	Resistance (slashing)

REAGENT LIST (CONTINUATION)

Reagent	Bomb Effect	Poison Effect	Potion Effect
<i>Dragon Creature Parts*</i>			
Body fluid (blood)	—	—	Melee
Creature essence	Bomb (varies)	Vulnerability (varies)	—
Heart	—	—	Archery
Scales	—	—	Resistance (varies)
<i>Elemental Creature Parts*</i>			
Creature essence	Bomb (varies)	Vulnerability (varies)	Resistance (varies)
<i>Fey Creature Parts</i>			
Body fluid (blood)	Bomb (force)	—	Movement
Creature essence	—	—	Darkvision
<i>Fiend Creature Parts</i>			
Body fluid (blood)	Bomb (fire)	—	Resistance (fire)
Claw	—	Harm	Melee
Creature essence	Fog	Intensify	Movement
Heart	Bomb (necrotic)	Condition (unconscious)	Resistance (necrotic)
Horn	Bomb (piercing)	Harm	Archery
<i>Giant Creature Parts*</i>			
Body fluid (blood)	Bomb (varies)	—	Melee
Creature essence	—	Weakness (Constitution)	Fortify (Constitution)
Eye	—	Weakness (Strength)	—
<i>Humanoid Creature Parts</i>			
Creature essence	—	Intensify	Restoration
Heart	Bomb (force)	Condition (unconscious)	—
<i>Monstrosity Creature Parts</i>			
Body fluid (blood)	—	Weakness (Charisma)	Fortify (Strength)
Claw	Bomb (slashing)	—	Movement
Creature essence	—	Harm	Darkvision
Fur	—	Weakness (fire)	Resistance (cold)
<i>Ooze Creature Parts</i>			
Body fluid (slime)	Slipperiness	Weakness (Dexterity)	—
Creature essence	Bomb (acid)	Harm	Resistance (acid)
<i>Plant Creature Parts</i>			
Body fluid (sap)	—	Weakness (Dexterity)	Resistance (poison)
Creature essence	Bomb (poison)	Harm	—
Spores	Fog	Vulnerability (poison)	—
<i>Undead Creature Parts</i>			
Body fluid (blood)	—	Weakness (Constitution)	—
Body fluid (ectoplasm)	Fog	Weakness (Constitution)	—
Creature essence	Bomb (necrotic)	Vulnerability (necrotic)	—
<i>Plants and Herbs</i>			
Abyss flower	Bomb I (poison)	Condition (unconscious)	—
Angel flower	Blinding I	—	Fortify I (Wisdom)
Aniseed sap	—	Vulnerability I (acid)	Resistance I (cold)
Ash chives	Bomb I (fire)	Vulnerability I (fire)	—
Astralshade moss	Blinding II	Intensify II	—
Banshee's lament	Bomb I (psychic)	Condition (deafened)	—
Blackleaf rose	Bomb I (poison)	Harm I	—
Blood herb	Bomb I (poison)	Harm I	—
Blue cress	—	Intensify I	Movement I
Blue seaweed	Bomb I (cold)	—	Water breathing I
Bone garlic	Bomb I (necrotic)	Harm I	—

*The Dungeon Master is who determines the damage type associated to a part used in a concoction, and it will depend on the creature that provided the part. A Black Dragon is related to Acid, a Fire elemental to Fire, a Frost Giant to Cold, and so on.

REAGENT LIST (CONTINUATION)

Reagent	Bomb Effect	Poison Effect	Potion Effect
<i>Plants and Herbs</i>			
Carmine starthistle	—	Vulnerability II (radiant)	Healing II
Celestial bloom	Bomb II (force)	—	Darkvision II
Chromatic mud	Bomb I (acid)	—	Resistance I (acid)
Crimson brittlebush	—	Vulnerability I (psychic)	Restoration I
Dragontongue petals	Bomb I (fire)	—	Resistance I (fire)
Dried ephedra	Fog I	—	Fortify I (Constitution)
Drojos ivy	—	Vulnerability I (necrotic)	Fortify I (Dexterity)
Dusk Itchweed	Fog I	Vulnerability I (force)	—
Ebrium fungus	Bomb I (poison)	Weakness I (Strength)	—
Ecire laurel	—	Vulnerability I (thunder)	Restoration I
Ellond shrub	Bomb I (fire)	—	Healing I
Emberroot	Bomb II (fire)	—	Resistance II (fire)
Frostbloom lily	Bomb II (cold)	—	Resistance II (cold)
Frenn moss	Bomb I (poison)	Vulnerability I (poison)	—
Ghostly snowdrop	Bomb I (necrotic)	Vulnerability I (necrotic)	—
Goblin mud	Bomb I (acid)	—	Resistance I (poison)
Glowing duscle	—	Weakness I (Intelligence)	Resistance I (psychic)
Golden coneflower	—	Condition (deafened)	Fortify I (Charisma)
Golden hibiscus	Slipperiness	Weakness I (Intelligence)	—
Gray gilliflower	Bomb I (lightning)	Condition (frightened)	—
Healer's boon	Bomb I (radiant)	—	Healing I
Iron thistle	Bomb I (force)	—	Melee I
Kasuni juice	—	Weakness I (Wisdom)	Fortify I (Intelligence)
Kreet paste	Slipperiness	Weakness I (Dexterity)	—
Lunar nectar	Bomb I (psychic)	—	Movement I
Mandrake root	—	Vulnerability I (psychic)	Resistance I (psychic)
Mermaid braid	—	Weakness I (Charisma)	Water breathing I
Nightshade	Bomb I (necrotic)	—	Darkvision I
Olina petals	Bomb I (cold)	Harm I	—
Phoenix featherfern	Bomb III (fire)	—	Restoration III
Quicksilver fern	—	Weakness II (Intelligence)	Movement II
Raiflower	Bomb II (lightning)	—	Resistance II (lightning)
Raven silkweed	Bomb I (necrotic)	Weakness I (Dexterity)	—
Serpentleaf Herb	Bomb II (poison)	Harm II	—
Slime thimbleberry	—	Weakness I (Charisma)	Movement I
Somnivine	—	Condition (unconscious)	Fortify II (Wisdom)
Storm daisy	Blinding I	—	Fortify I (Dexterity)
Spineflower berries	—	Condition (paralyzed)	Fortify I (Charisma)
Sugar hibiscus berries	Bomb I (fire)	Intensify I	—
Tempest flower	Bomb I (thunder)	—	Resistance I (lightning)
Thunderleaf	Bomb I (thunder)	—	Resistance I (thunder)
Twilight wormwood	Bomb I (psychic)	Condition (blinded)	—
Ucre bramble	Blinding I	Condition (blinded)	—
Umbra orchid	—	Weakness III (Intelligence)	Fortify III (Intelligence)
Viper thistle	Bomb I (poison)	Vulnerability I (poison)	—
White poppy	Fog I	—	Resistance I (necrotic)
Winter turtlehead	—	Vulnerability I (cold)	Water breathing I
Wisp stems	Bomb I (poison)	Harm I	—
Wizard's clover	Bomb I (force)	Vulnerability I (force)	—
Wolfhair moss	—	Vulnerability I (thunder)	Melee I
Yeti's parsley	Bomb I (cold)	Condition (frightened)	—

REAGENT EFFECTS

This section have a full list of every effect available for a concoction. The tables are divided by concoction type, effect level, a description, and rarity for each effect.

REAGENT EFFECTS (BOMBS)

Effect	Description	Rarity
Blinding		
Blinding I	A bright light explosion is released when the bomb explodes. Any creature that fails the saving throw is blinded for 1 round	Common
Blinding II	A bright light explosion is released when the bomb explodes. Any creature that fails the saving throw is blinded for 1d4 rounds	Uncommon
Bomb*		
Bomb I	Every creature in the bomb area must make a saving throw or take 1d6 damage. A successful saving throw halves the damage	Common
Bomb II	Every creature in the bomb area must make a saving throw or take 3d6 damage. A successful saving throw halves the damage	Uncommon
Bomb III	Every creature in the bomb area must make a saving throw or take 5d6 damage. A successful saving throw halves the damage	Rare
Bomb IV	Every creature in the bomb area must make a saving throw or take 7d6 damage. A successful saving throw halves the damage	Very rare
Fog		
Fog I	A dense fog appears in the area, blocking the vision for 1d4 rounds	Common
Fog II	A dense fog appears in the area, blocking the vision for 1d4 + 1 rounds	Uncommon
Slipperiness	Slippery oil is released on the ground in the bomb area. Any creature that start its turn in the area must make a Dexterity saving throw or be knocked prone	Common

*The damage type is determined by the reagent used.

REAGENT EFFECTS (POISONS)

Effect	Description	Rarity
Condition*	The target is under the effect of one condition	Common
Harm**		
Harm I	The target takes 1d6 poison damage or half as much on a successful save	Common
Harm II	The target takes 2d6 poison damage or half as much on a successful save	Uncommon
Harm III	The target takes 5d6 poison damage or half as much on a successful save	Rare
Harm IV	The target takes 6d6 poison damage or half as much on a successful save	Very rare
Intensify		
Intensify I	The target must succeed two saving throws to end any other effect caused by the poison	Common
Intensify II	The target must succeed three saving throws to end any other effect caused by the poison	Uncommon
Intensify III	The target must succeed five saving throws to end any other effect caused by the poison	Rare
Vulnerability***		
Vulnerability I	Damage that the target take from one damage type is increased by 3 (minimum 1)	Common
Vulnerability II	The target has vulnerability against one damage type	Rare
Weakness***		
Weakness I	When the target makes a saving throw, it has a -1 penalty on that roll	Common
Weakness II	When the target makes a saving throw, it must roll a d4 and subtract the number rolled to that roll	Uncommon
Weakness III	The target has disadvantage whenever it makes a saving throw	Rare

*The condition is determined by the reagent used.

**The damage type is determined by the reagent used.

***The base ability is determined by the reagent used.

REAGENT EFFECTS (POTIONS)

Effect	Description	Rarity
Archery		
Archery I	When you make a ranged attack roll, you have a +1 bonus on that roll	Common
Archery II	When you make a ranged attack roll, you can roll a d4 and add the number rolled to that roll	Uncommon
Archery III	When you make a ranged attack roll, you can roll a d6 and add the number rolled to that roll	Rare
Darkvision		
Darkvision I	You gain darkvision out to a range of 30 feet	Common
Darkvision II	You gain darkvision out to a range of 60 feet	Uncommon
Fortify*		
Fortify I	When you make a skill check or saving throw, you have a +1 bonus on that roll	Common
Fortify II	When you make a skill check or saving throw, you can roll a d4 and add the number rolled to that roll	Uncommon
Fortify III	When you make a skill check or saving throw, you can roll with advantage	Rare
Healing		
Healing I	When you drink this mixture, you regain 2d4 + 2 hit points	Common
Healing II	When you drink this mixture, you regain 4d4 + 4 hit points	Uncommon
Healing III	When you drink this mixture, you regain 8d4 + 8 hit points	Rare
Healing IV	When you drink this mixture, you regain 10d4 + 20 hit points	Very rare
Melee		
Melee I	When you make a melee attack roll, you have a +1 bonus on that roll	Common
Melee II	When you make a melee attack roll, you can roll a d4 and add the number rolled to that roll	Uncommon
Melee III	When you make a melee attack roll, you can roll a d6 and add the number rolled to that roll	Rare
Resistance**		
Resistance I	Damage that you take from one damage type is reduced by 3 (minimum 1)	Common
Resistance II	You gain resistance against one damage type	Uncommon
Restoration		
Restoration I	You are cured from one disease afflicting you	Common
Restoration II	You are cured from any disease afflicting you and one of the following conditions: blinded, deafened, paralyzed, or poisoned	Uncommon
Restoration III	You are cured from any disease afflicting you and any of the following conditions: blinded, deafened, paralyzed, and poisoned	Rare
Movement		
Movement I	Your walking speed increases by 10 feet	Common
Movement II	Your walking speed increases by 15 feet	Uncommon
Movement III	You gain a flying speed equal to half your base walking speed and you can hover	Rare
Movement IV	You gain a flying speed equal to your base walking speed and you can hover	Very Rare
Water Breathing		
Water Breathing I	You can breathe underwater	Common
Water Breathing II	You can breathe underwater and swimming doesn't cost extra movement	Uncommon

* The base ability is determined by the reagent used.

** The damage type is determined by the reagent used.

WATER BREATHING I
POTION



DARKVISION II
POTION



COOKING

Is common for adventurers to eat rations or find food during their travels, but sometimes, they can utilize all their resources they have to prepare a special meal. These dishes, especially when made with exotic or rare ingredients, can give additional benefits that can make a journey through the wild easier.

PREPARING A MEAL

To prepare a meal, you must be proficient with the **Cook's Utensils**. A character can combine up to four ingredients when cooking, which determines the type of benefits a meal provides and the number of portions made. If multiple meals are consumed, you only gain the benefits of the last one you eat.

PREPARING A MEAL

Meal	Time to Prepare	Portions
1 Ingredient	1 hour	2
2 Ingredients	2 hours	4
3 Ingredients	3 hours	6
4 Ingredients	4 hours	8

CHEF FEAT

If you have the Chef feat, you count as two characters to determine the time it takes to prepare a meal, and the number of portions you make equal to the portions shown in the Preparing a Meal table, or 4 + your proficiency bonus, whichever is higher.

Any meal prepared as part of a short rest also grant an extra 1d8 hit points when spending one or more Hit Dice to regain hit points.

Multiple characters can combine their efforts. Divide the time needed to create a meal by the number of characters working on it, to a minimum of 30 minutes. The Dungeon Master have the last word when deciding how many characters can prepare a meal.

When you complete the time to prepare the meal, you must make a skill check using your proficiency bonus and the related Ability modifier, as shown in the Crafting Requirements table. The Difficulty Check will depend on the rarity of the meal.

MEAL RARITY

The meal rarity is determined by highest level of the effects it have. In addition, the meal rarity determines how long the meal effects last.

Maximum Effect Level	Meal Rarity	Effects Duration
I	Common	1 hour
II	Uncommon	2 hours
III	Rare	4 hours
IV	Very rare	8 hours

For example, a prepared meal using ingredients with a maximum effect level I is a common meal, and any effect with a duration will last for 1 hour, and a meal

created using ingredients with a maximum effect level III is a rare meal, and the effects with a duration will last for 4 hours.

MEAL SPOILING TIME

A meal spoils after 2 days of being prepared, unless it's kept refrigerated by putting it in a *bag of colding* or other similar item that can keep the meal chilled. This condition can also be applied when the temperatures are very low, such as an arctic location. Other alternatives to maintaining a meal is to prepare dried meals (such as travelling rations) that can last for more days, or by adding an ingredient with the long-lasting effect.

MEAL SPOILING TIME

Item	Spoiling Time	Portions
Meal	2 days	2
Chilled meal	+1 day	4
Dried meal	+5 days	6
Warm or humid environment	-1 days	8

DRIED MEAL

Depending on what are the ingredients you use, you can dry it to make it last for longer periods of time. Drying a meal takes 4 hours with the right equipment. Some methods for this are the sun drying, air drying, smoking, or salting. You can find a dryer in the "Surviving in the Wild" chapter of this guide.

INGREDIENTS

Ingredients give a meal their effects. Each ingredient grants a number of levels of the effect they produce. Most of the ingredients will have level 1 effects, but rarer ingredients will give a level 2 effect or even more.

When using ingredients with the same effect, you combine the levels of that effect, but a meal cannot exceed the maximum level of the effects, and any additional levels the ingredients give are lost. For example, using a Hearty I and a Hearty III ingredients will result in a meal with the Hearty IV effect, and using a Hearty II and a Hearty III ingredient will also result in a meal with the Hearty IV effect.

A character can also combine ingredients with different effects to create special meals.

COMBINATION EXAMPLES

- Using two *Hearty I* ingredients will result in a *Hearty II* meal.
- Using an *Frosty* and a *Hearty I* ingredients will result in a *Frosty, Hearty I* meal.
- Using two *Hearty I* and a *Long-Lasting II* ingredients will result in a *Hearty II, Long-Lasting II* meal.
- Using a *Hearty I*, a *Hearty III*, and a *Flaming* ingredients will result in a *Hearty IV, Flaming* meal.

INGREDIENTS

This section includes some fantasy ingredients that can be used for cooking. For creature parts, a pound of meat (or equivalent part) equals to one ingredient. While the Sample Ingredients List table includes some creature parts as ingredients and their effects, the Dungeon Master decides if the creature part gives that effect or a different one. An arctic beast meat might have the Frosty effect, a strong creature organ could grant the Invigorating effect, and so on.

The effect level for a creature part will depend on the creature Challenge Rating, as shown below.

Creature CR	Effect Level
3 or less	I
4-8	II
9-12	III
13+	IV

SAMPLE INGREDIENTS LIST

Ingredient	Effect*
<i>Aberration Creature Parts</i>	
Creature essence	Skillful (Arcana)
Meat or organ	Invigorating
<i>Beast Creature Parts</i>	
Creature essence	Skillful (Animal Handling)
Eye	Skillful (Perception)
Meat or organ	Nourishing
<i>Celestial Creature Parts</i>	
Creature essence	Skillful (Religion)
Heart	Healthful
Meat or organ	Hearty
<i>Construct Creature Parts</i>	
Creature essence	Invigorating
<i>Dragon Creature Parts</i>	
Creature essence	Invigorating
Heart	Flaming or Frosty
Meat or organ	Hearty
<i>Elemental Creature Parts</i>	
Creature essence	Flaming or Frosty
<i>Fey Creature Parts</i>	
Creature essence	Skillful (Nature)
Meat or organ	Hearty
<i>Fiend Creature Parts</i>	
Creature essence	Skillful (Deception)
Heart	Hearty
Meat or organ	Flaming or Frosty
<i>Giant Creature Parts</i>	
Creature essence	Skillful (Athletics)
Meat or organ	Invigorating

While there are a lot of mundane ingredients such as rice, vegetables, and fruits that can be used for preparing meals, this cooking system is more oriented to be used with exotic or special ingredients. It's up to the Dungeon Master to decide if these mundane ingredients grant any special effect.

SENTIENT CREATURES AS INGREDIENTS

While any creature part can be potentially used as ingredient, there might be some discussion regarding using creature parts from sentient creatures, or to use humanoid parts. This might be something it's accepted because of the society in the world you're playing, maybe it's a cultural aspect of a specific tribe, and so on. Still, not every table will allow some or all of this. Make sure to check with the group you are playing and see if it's ok to do so.

Ingredient	Effect*
<i>Humanoid Creature Parts</i>	
Creature essence	Skillful (varies)
Heart	Healthful
Meat or organ	Nourishing
<i>Monstrosity Creature Parts</i>	
Creature essence	Skillful (survival)
Meat or organ	Nourishing
<i>Ooze Creature Parts</i>	
Body fluid (slime)	Long-lasting
Creature essence	Skillful (Stealth)
<i>Plant Creature Parts</i>	
Body fluid (sap)	Skillful (Nature)
Creature essence	Long-lasting
Meat or organ	Healthful
<i>Plants and Herbs</i>	
Ash chives	Flaming
Blue cress	Invigorating I
Blue seaweed	Frosty
Bone garlic	Long-lasting I
Ecire laurel	Hearty I
Glowing duscle	Nourishing
Healer's boon	Healthful I
Kasuni juice	Nourishing
Lunar nectar	Frosty
Slime thimbleberry	Invigorating II
Spineflower berries	Hearty II
Ucre bramble	Nourishing
Yeti's parsley	Frosty

* The Dungeon Master determines which effect is provided by those ingredients with multiple effects or with the Skilled (varies) effect.

INGREDIENT EFFECTS

This section have a list of every effect available for a meal. The tables are divided by effect level, a description, and rarity for each.

INGREDIENT EFFECTS

Effect	Description	Rarity
Invigorating		
Invigorating I	You gain 1d4 temporary hit points for the duration of the meal	Common
Invigorating II	You gain 1d6 temporary hit points for the duration of the meal	Uncommon
Invigorating III	You gain 1d8 temporary hit points for the duration of the meal	Rare
Invigorating IV	You gain 1d10 temporary hit points for the duration of the meal	Very Rare
Flaming	You have advantage on any check you make against Extreme Cold for the duration of the meal	Common
Frosty	You have advantage on any check you make against Extreme Heat for the duration of the meal	Common
Healthful		
Healthful I	The meal restores 1 hit point	Common
Healthful II	The meal restores 2 hit points	Uncommon
Hearty		
Hearty I	After finishing the meal, you regain 1 expended Hit Dice	Common
Hearty II	After finishing the meal, you regain 2 expended Hit Dices	Uncommon
Hearty III	After finishing the meal, you regain 3 expended Hit Dices	Rare
Hearty IV	After finishing the meal, you regain 4 expended Hit Dices	Very rare
Long-lasting		
Long-lasting I	Increases the spoiling time of the meal by two times	Common
Long-lasting II	Increases the spoiling time of the meal by three times	Uncommon
Nourishing	The meal provides enough nourishment to sustain a creature for one day	Common
Skillful*		
Skillful I	When you make a skill check, you have a +1 bonus on that roll for the duration of the meal	Common
Skillful II	When you make a skill check, you have a +2 bonus on that roll for the duration of the meal	Uncommon
Skillful III	When you make a skill check, you have a +3 bonus on that roll for the duration of the meal	Rare
Skillful IV	When you make a skill check, you have a +5 bonus on that roll for the duration of the meal	Very rare

*The affected skill is determined by the ingredient used.



A HEARTY III MEAL

CHAPTER 9: MODULAR MAGIC ITEMS

EVERY MAGIC ITEM HAS SPECIAL PROPERTIES which can go from dealing additional damage, giving resistance to a particular damage type, allowing a character to cast spells, increase his attributes and more. This section gives both players and the Dungeon Master some guidelines to create custom magic items, which can also be crafted using the previous rules (and also with exotic materials for an extra effect).

The character level determines the recommended level a character should have to gain access to a specific tier. For example, a 3rd level character should be able to get only tier 1 items, while a 9th level character should be able to have tier 3 or lower tier items.

Character Level	Item Tier	Properties' Rarity
1st-4th	Tier 1	Minor
5th-8th	Tier 2	Uncommon
9th-12th	Tier 3	Rare
13th-16th	Tier 4	Very Rare
17th-20th	Tier 5	Legendary

ITEM TIERS

Any magic item created using these rules have an item tier, which determines the number and rarity of properties for that item. For more information about uncommon and rarer properties, see the “Item Properties” section below.

A tier 1 item only have a minor property, and tier 2 and higher items can also have one minor property that gives a simple feature or effect to it for free. The following table shows the properties rarity for magic items for every tier.

PROPERTIES RARITY PER TIER

Tier	Property 1	Property 2	Property 3
Tier 1	Minor	—	—
Tier 2	Uncommon	Uncommon	—
Tier 3	Rare	Rare	—
Tier 4	Very Rare	Rare	Uncommon
Tier 5	Legendary	Very Rare	Rare

ITEM PROPERTIES

In the Magic Item Properties table, you can find various magical properties divided by type. It's up to the Dungeon Master to determine if an item can have the same property multiple times and if its possible to add a property to a particular item. For example, a character cannot add the Armor I property twice to a tier 3 magic armor, and that character should not add the Weapon II or Vampiric II properties since an armor isn't made for dealing damage.

SPELLS AND CHARGES

If an item has the Charges, Spell, or Permaspell properties, the creator must decide which spell wants to add when creating the item. The character must have the spell prepared, or it must be among the character's known spells in order to add that spell to the item. Moreover, the character must provide any material components required for the casting of the spell

For items with the Spell or Permaspell property, a character can choose only one spell to add. The spell level is determined by the property rarity. For example, an item that have the Spell III property with the *lightning bolt* spell, that spell will be casted as a 7th-level spell every time a character uses it.

For items with charges, a character can choose to add various spells. The number of spells and the spell level is determined by the rarity of the property, as shown in the following table.

Property	Number of Spells	Maximum Spell Level
Charges I	1	1st
Charges II	2	3rd
Charges III	3	5th
Charges IV	4	6th

Each charge equals to 1 spell slot level. For example, expending 1 charge allows the character to cast a 1st-level spell the item have, and expending 5 charges allows the character to cast a 5th-level spell the item have.



A TIER IV MAGIC LONGSWORD

MINOR MAGIC ITEM PROPERTIES

Property	Description
Beacon	The bearer can use a bonus action to cause the item to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light
Compass	The wielder can use an action to learn which way is north
Conscientious	When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience
Delver	While underground, the bearer of this item always knows the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward
Gleaming	This item never gets dirty
Guardian	The item whispers warnings to its bearer, granting a +2 bonus to initiative if the bearer isn't incapacitated
Harmonious	Attuning to this item takes only 1 minute
Hidden message	A message is hidden somewhere on the item. It might be visible only at a certain time of the year, under the light of one phase of the moon, or in a specific location
Illusion	The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded, and they have no effect on its other magical properties. For example, the wearer could make a red robe appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it
Key	The item is used to unlock a container, chamber, vault, or other entryway
Language	The bearer can speak and understand a language of the DM's choice while the item is on the bearer's person
Sentinel	Choose a kind of creature that is an enemy of the item's creator. This item glows faintly when such creatures are within 120 feet of it
Song craft	Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song
Strange material	The item was created from a material that is bizarre given its purpose. Its durability is unaffected
Temperate	The bearer suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit
Unbreakable	The item can't be broken. Special means must be used to destroy it
War leader	The bearer can use an action to cause his or her voice to carry clearly for up to 300 feet until the end of the bearer's next turn
Waterborne	This item floats on water and other liquids. Its bearer has advantage on Strength (Athletics) checks to swim
Wicked	When the bearer is presented with an opportunity to act in a selfish or malevolent way, the item heightens the bearer's urge to do so



WICKED LONGSWORD



BEACON SHORTSWORD

MAGIC ITEM PROPERTIES

Property	Description	Rarity
Ability increase		
Ability increase I	Increase an Ability Score to 16	Uncommon
Ability increase II	Increase an Ability Score to 18	Rare
Ability increase III	Increase an Ability Score to 20	Very Rare
Ability increase IV	Increase an Ability Score to 22	Legendary
Armor		
Armor II	The item grants you +1 AC	Rare
Armor III	The item grants you +2 AC	Very Rare
Armor IV	The item grants you +3 AC	Legendary
Charges		
Charges I	The item has 3 charges (DC 11). It regains 1d3 expended charges daily at dawn	Uncommon
Charges II	The item has 5 charges (DC 13). It regains 1d4 expended charges daily at dawn	Rare
Charges III	The item has 7 charges (DC 15). It regains 1d6 expended charges daily at dawn	Very Rare
Charges IV	The item has 9 charges (DC 17). It regains 1d6+2 expended charges daily at dawn	Legendary
Damage		
Damage I	The item deals an extra 1d4 damage	Uncommon
Damage II	The item deals an extra 1d6 damage	Rare
Damage III	The item deals an extra 1d8 damage	Very Rare
Damage IV	The item deals an extra 1d10 damage	Legendary
Defense		
Defense I	Damage that you take from one damage type is reduced by 3 (minimum 1)	Rare
Defense II	You gain resistance against one damage type	Very Rare
Defense III	You gain immunity against one damage type	Legendary
Light		
Light I	The item shed bright light in a 20-foot radius and dim light for an additional 40 feet	Uncommon
Light II	The item shed bright light in a 40-foot radius and dim light for an additional 40 feet	Rare
Light III	The item shed bright light in a 80-foot radius and dim light for an additional 80 feet	Very Rare
Movement	The item grants a climbing or swimming speed equal to the walking speed	Uncommon
Permaspell		
Permaspell I	You can cast one cantrip at will (DC 11)	Uncommon
Permaspell II	You can cast one 1st-level spell at will (DC 13)	Rare
Permaspell III	You can cast one 2nd-level spell at will (DC 15)	Very Rare
Permaspell IV	You can cast one 3rd-level spell at will (DC 17)	Legendary
Returning	The item has the thrown property (20/60) and it flies to your hand after attacking	Rare
Sentinel	The item glows faintly when a creature of a specific type is near (240 feet or less)	Rare
Skill		
Skill I	The item grants a +5 bonus to one skill	Uncommon
Skill II	The item grants advantage to one skill check	Rare
Slayer		
Slayer I	The item deals an extra 2d6 damage against a specific creature type	Uncommon
Slayer II	The item deals an extra 3d6 damage against a specific creature type	Rare
Spell		
Spell I	You can cast a spell at 3rd level once per long rest (DC 11)	Uncommon
Spell II	You can cast a spell at 6th level once per long rest (DC 13)	Rare
Spell III	You can cast a spell at 7th level once per long rest (DC 15)	Very Rare
Spell IV	You can cast a spell at 8th level once per long rest (DC 17)	Legendary
Vampiric		
Vampiric I	On a critical hit, you regain 1 hit point	Uncommon
Vampiric II	On a critical hit, you regain hit points equal to half the damage dealt (minimum 1)	Rare
Vampiric III	On a hit, you regain hit points equal to half the damage dealt (minimum 1)	Very Rare
Weapon		
Weapon I	You gain a +1 bonus on attacks and damage rolls	Uncommon
Weapon II	You gain a +2 bonus on attacks and damage rolls	Rare
Weapon III	You gain a +3 bonus on attacks and damage rolls	Very Rare

EVOLVING ITEMS

Whenever an item evolves into a new tier, you can upgrade the properties to a rarer level following the same table from the Item Tiers section.

Tier 2. When it evolves to this tier, you can add two uncommon special properties to the item.

Tier 3. When it evolves to this tier, you can upgrade the uncommon special properties to rare special properties.

Tier 4. When it evolves to this tier, the item gains an extra uncommon special property and you can upgrade one rare special property to a very rare special property.

Tier 5. When it evolves to this tier, you can upgrade one uncommon special property to a rare special property, one rare special property to a very rare special property, and one very rare special property to a Legendary property.

TAKING AND REPLACING PROPERTIES

These rules are based on evolving the item properties instead of changing them to other, but it's up to the Dungeon Master to do so, such as replacing the *Damage II* property with the *Vampiric III* property when evolving an item to tier 4.

A reason for this could be related with the item background story or a very particular event, such as discovering that the item contains the soul of an evil creature, replacing some or all properties when the soul is awakened, like changing the *Light I* property to a *Damage I* (necrotic) property.

Alternatively, you can avoid taking one property at the beginning rarity, and then take a rarer property at higher tiers. For example, when creating an armor, you only choose the *Ability Increase I* property and left the second property empty at tier 2. Then, when the armor evolves to tier 3, you upgrade the *Ability Increase* to *II* and you also pick the *Armor I* for the second property.

EVOLVING EVENT EXAMPLE

A 3rd level character is rewarded with *Igni*, a longsword used by his family for generations to defend the city against evil.

- Since he is a 3rd level character, the weapon is at tier 1, so it's a longsword with a name, a background history, and the *Guardian* minor property.

The character continues its adventures using the longsword, and after some adventures he reaches level 5. In this moment, his father tells him that the longsword has special abilities, and the character needs to prove himself worthy to unleash those abilities. For this, he must destroy an old fire elemental that attacked the city years ago.

- In this case, the character have the first requirement completed (reach level 5 to evolve the weapon to tier 2), but the weapon will not evolve until the character kills the fire elemental mentioned by his father.

After reaching 6th level, the character decides to enter the elemental lair and fight the creature, and when he destroys the elemental, the essence of the creature is drained by the longsword, and with that the weapon evolves to tier 2, giving the weapon a +1 to attack and damage and an extra 1d4 fire damage on a hit. This progression can continue up to evolving into a legendary weapon, as shown below.

IGNI (TIER 1)

Weapon (longsword), common (requires attunement)

Same stats as the longsword found in the *Player's Handbook*, plus the *guardian* minor property (+2 on initiative rolls if the bearer isn't incapacitated).

IGNI (TIER 2)

Weapon (longsword), uncommon (requires attunement)

When a character evolves *Igni* to this tier, apply the following changes to the item's traits:

- *Damage I* (fire)
- *Weapon I*

IGNI (TIER 3)

Weapon (longsword), rare (requires attunement)

When a character evolves *Igni* to this tier, apply the following changes to the item's traits:

- *Damage II* (fire)
- *Weapon II*

IGNI (TIER 4)

Weapon (longsword), very rare (requires attunement)

When a character evolves *Igni* to this tier, apply the following changes to the item's traits:

- *Damage III* (fire)
- *Spell I* (*fireball*)
- *Weapon II*

IGNI, SOUL OF THE FIRE (TIER 5)

Weapon (longsword), legendary (requires attunement)

When a character evolves *Igni* to this tier, apply the following changes to the item's traits:

- *Damage IV* (fire)
- *Spell II* (*fireball*)
- *Weapon III*

SOCKETING

socketing refers to the process of adding gems with enhancements to gear or equipment. Adventurers can insert these gems into specific slots (sockets) on their weapons, armor, or accessories to enhance their attributes, such as increasing damage, providing resistances, or adding special effects.

CREATING A SOCKET

To add a socket slot to a nonmagical item, you must be proficient with the **Jeweler's Tools**. In addition, you must be able to cast spells or be proficient with the Arcana skill. The gold cost and time will depend on the socket you are adding.

A piece of gear can have up to three sockets, and you can only add a number of sockets of a certain rarity, as shown in the Creating a Socket Slot table.

CREATING A SOCKET SLOT

Socket Rarity	Cost	Time to Craft	Maximum Amount
Common	50 gp	16 hours	3
Uncommon	200 gp	32 hours	2
Rare	2,000 gp	160 hours	2
Very Rare	20,000 gp	400 hours	1
Legendary	100,000 gp	800 hours	1

Multiple characters can combine their efforts. Divide the time needed to craft a socket by the number of characters working on it. Any additional character must be proficient with the Jeweler's Tools for crafting the socket.

When you complete the time required to craft a socket, you must make a Dexterity or Intelligence check using your proficiency bonus. The Difficulty Check will depend on the rarity of the socket.

Socket Rarity	DC
Common	8
Uncommon	10
Rare	14
Very Rare	18
Legendary	20

On a success, the socket is made. On a failure, you must spend an additional hour for working and make the check again. If you fail the check three times in a row, you must expend half the cost of the socket to continue, and a number of additional hours equal to half the time required for finishing the socket and make the check again.

Any item with socket slots is only considered a magic item when a gemstone is placed within a slot.

SOCKETING GEMSTONES

A socketing gemstone is a specially modified gemstone that holds magic within and enhances an item that have a socket slot. To prepare and enchant a gemstone, you must be proficient with the **Jeweler's Tools**, and you must be able to cast spells.

Depending on the property rarity, a particular gemstone is required to hold the effect, as shown in the Socketing Gemstones table.

SOCKETING GEMSTONES

Property Rarity	Gemstone Required	Time to Craft
Common	50 gp gemstone	24 hours
Uncommon	100 gp gemstone	48 hours
Rare	500 gp gemstone	240 hours
Very Rare	1,000 gp gemstone	600 hours
Legendary	5,000 gp gemstone	1,200 hours

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. Any additional character must be proficient with the Jeweler's Tools for crafting the gemstone.

When you complete the time required to craft a gemstone, you must make an Ability check using your spellcasting ability modifier plus your proficiency bonus. The Difficulty Check will depend on the rarity of the gemstone.

Gemstone Rarity	DC
Common	8
Uncommon	10
Rare	14
Very Rare	18
Legendary	20

On a success, the socket is made. On a failure, you must spend an additional hour for working and make the check again. If you fail the check three times in a row, the gemstone is destroyed.

GEMSTONE PROPERTIES

Each gemstone can hold only one magic property, which must be the same rarity or less as the gemstone used. The magic property must be chosen from the Magic Item Properties table earlier on this chapter. If it's a common property, you can choose this property from the What Minor Property Does It Have? table found in the chapter 7 of the *Dungeon's Master Guide*.

ADDING OR REPLACING A GEMSTONE

A socketing gemstone can be placed or removed from a socket slot by spending 1 hour of working with the Jeweler's Tools. The gemstone must be the same or lower rarity as the socket slot you are inserting it. For example, a weapon with a Rare socket slot can hold a Rare, Uncommon, or Common gemstone

APPENDIX A: STORES BY TYPE

ADVENTURING SUPPLIES

Item	Cost	Weight	Source	Small	— Stock per Store Category —		
					Basic	Standard	Premium
Armor							
Light Armor							
Dueling cloak	10 gp	3 lb.	CAW	—	—	1d4 - 1	1d4
Padded	5 gp	8 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Medium Armor							
Chain shirt	10 gp	20 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Heavy Armor							
Ring mail	30 gp	40 lb.	PHB	—	—	1d4 - 1	1d4
Shield							
Buckler	8 gp	3 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Shield	10 gp	6 lb.	PHB	—	—	1d4 - 1	1d4
Weapons							
Simple Melee Weapons							
Dagger	2 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Gauntlet	1 gp	1 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Handaxe	5 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Quarterstaff	2 sp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Spear	1 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Simple Ranged Weapons							
Bolas	1 gp	2 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Boomerang	1 gp	1 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Shortbow	25 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Martial Melee Weapons							
Catchpole	12 gp	2 lb.	CAW	—	—	1d4 - 1	1d4
Longsword	15 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Shortsword	10 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Martial Ranged Weapons							
Longbow	50 gp	2 lb.	PHB	—	—	1d4	1d4 + 1
Net	1 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Adventuring Gear							
Ammunition							
Arrows (20)	1 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Arrows, blasting (5)	5 gp	1/2 lb.	CAW	—	—	1d4 - 1	1d4
Arrows, blunt (20)	1 gp	1 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Arrows, grappling (5)	1 gp	1 lb.	CAW	—	1d4 - 2	1d4 - 1	1d4
Arrows, net (5)	1 gp	2 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Backpack	2 gp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Bedroll	1 gp	7 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Case, map or scroll	1 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Climber's kit	25 gp	12 lb.	PHB	—	—	1d4	1d4 + 1
Clothes, traveler's	2 gp	4 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Crowbar	2 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Earplugs	1 sp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Fishing tackle	1 gp	4 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Flask or tankard	2 cp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Grappling hook	2 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2

ADVENTURING SUPPLIES (CONTINUATION)

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Hammer	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Hammock	5 gp	1 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Healer's kit	5 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Hunting trap	5 gp	25 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Lamp	5 sp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Lantern, bullseye	10 gp	2 lb.	PHB	—	—	1d4	1d4 + 2
Lantern, hooded	5 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Mess kit	2 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Nutrients, standard (vial)	10 gp	1 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Pick, miner's	2 gp	10 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Piton	5 cp	1/4 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Pole (10-foot)	5 cp	7 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Pot, iron	2 gp	10 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
<i>Potion of healing</i>	50 gp	1/2 lb.	PHB	—	—	1d4	1d4 + 2
Pouch	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Purification kit	5 gp	3 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Quiver	1 gp	5 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Quiver scabbard	10 gp	2 lb.	PHB	—	—	1d4 - 1	1d4
Rations (1 day)	5 sp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Rope, hempen (50 feet)	1 gp	10 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Rope, silk (50 feet)	10 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Sack	1 cp	1/2 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Shovel	2 gp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Signal whistle	5 cp	—	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Skis and poles	15 gp	6 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Speed juice	10 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 1
Spyglass	1,000 gp	1 lb.	PHB	—	—	1d4 - 1	1d4
Tent, four-person	4 gp	40 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Tent, two-person	2 gp	20 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Tent, pavilion	20 gp	200 lb.	CAW	—	—	1d4 - 1	1d4
Tinderbox	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Torch	1 cp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Waterskin	2 sp	5 lb. (full)	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Whetstone	1 cp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Tools							
<i>Artisan's Tools</i>							
Cartographer's tools	15 gp	6 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Navigator's tools	25 gp	2 lb.	PHB	—	—	1d4 - 1	1d4
Miscellaneous							
Bit and bridle	2 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
<i>Saddle</i>							
Saddle, riding	10 gp	25 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Saddlebags	4 gp	8 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3

ALCHEMIST, APOTHECARY, OR HERBALIST

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Acid (vial)	25 gp	1 lb.	PHB	1d4 - 1	1d4 x 2	1d4 x 3	1d4 x 5
Alchemist's fire (flask)	50 gp	1 lb.	PHB	—	1d4 - 1	1d4 x 2	1d4 x 5
<i>Ammunition</i>							
Arrows, acid (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Arrows, blasting (5)	5 gp	1/2 lb.	CAW	—	—	1d4 - 1	1d4 + 1
Arrows, blinding (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Arrows, cold (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Arrows, fire (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Arrows, lightning (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Arrows, Smoke (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Crossbow bolts, acid (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Crossbow bolts, blasting (5)	5 gp	1/2 lb.	CAW	—	—	1d4 - 1	1d4 + 1
Crossbow bolts, blinding, (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Crossbow bolts, cold (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Crossbow bolts, fire (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Crossbow bolts, lightning (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Crossbow bolts, smoke (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Firearm bullet, acid (5)	3 gp	1/2 lb.	CAW	—	—	—	1d4
Firearm bullet, cold (5)	3 gp	1/2 lb.	CAW	—	—	—	1d4
Firearm bullet, fire (5)	3 gp	1/2 lb.	CAW	—	—	—	1d4
Firearm bullet, lightning (5)	3 gp	1/2 lb.	CAW	—	—	—	1d4
Sling bullets, acid (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Sling bullets, blasting (5)	3 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Sling bullets, blinding (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Sling bullets, cold (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Sling bullets, fire (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Sling bullets, lightning (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Sling bullets, smoke (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Antitoxin (vial)	50 gp	—	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Bottle, glass	2 gp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 5	1d4 + 6
Component pouch	25 gp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 5	1d4 + 6
Flask or tankard	2 cp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Healer's kit	5 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 3
Jug or pitcher	2 cp	4 lb.	PHB	1d4	1d4 + 2	1d4 + 3	1d4 + 5
Nutrients, standard (vial)	10 gp	1 lb.	CAW	1d4 - 1	1d4	1d4 + 2	1d4 + 4
Nutrients, greater (vial)	40 gp	1 lb.	CAW	—	1d4 - 1	1d4 + 1	1d4 + 3
Nutrients, superior (vial)	160 gp	1 lb.	CAW	—	—	1d4 - 1	1d4 + 1
Nutrients, supreme (vial)	350 gp	1 lb.	CAW	—	—	—	1d4
Oil (flask)	1 sp	1 lb.	PHB	—	1d4	1d4 + 2	1d4 + 5
Perfume (vial)	5 gp	—	PHB	—	—	1d4	1d4 + 2
Poison, basic (vial)	100 gp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
<i>Potion of healing</i>	50 gp	1/2 lb.	PHB	—	1d4	1d4 + 2	1d4 + 3
Purification kit	5 gp	3 lb.	CAW	—	1d4	1d4 + 2	1d4 + 4
Speed juice (vial)	120 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 1
Vial	1 gp	—	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5

ALCHEMIST, APOTHECARY, OR HERBALIST (CONTINUATION)

Item	Cost	Weight	Source	Small	— Stock per Store Category —		
					Basic	Standard	Premium
Tools							
Artisan's Tools							
Alchemist's supplies	50 gp	8 lb.	PHB	—	1d4	1d4 + 2	1d4 + 3
Herbalism kit	5 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Poisoner's kit	50 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Alchemical Reagents							
Common reagent	Varies	Varies	CAW	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Uncommon reagent	Varies	Varies	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Rare reagent	Varies	Varies	CAW	—	1d4 - 1	1d4	1d4 + 1
Very rare reagent	Varies	Varies	CAW	—	—	1d4 - 1	1d4
Miscellaneous							
Spell components	See spell	—	Varies	1d4 - 1	1d4 x 2	1d4 x 4	1d4 x 5



BLACKSMITH OR ARMORY

Item	Cost	Weight	Source	Small	— Stock per Store Category —		
					Basic	Standard	Premium
Armor							
Medium Armor							
Chain shirt	10 gp	20 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Scale mail	50 gp	45 lb.	PHB	—	—	1d4	1d4 + 1
Breastplate	400 gp	20 lb.	PHB	—	1d4 -1	1d4	1d4 + 1
Half plate	750 gp	40 lb.	PHB	—	—	1d4	1d4 + 1
Heavy Armor							
Ring mail	30 gp	40 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Chain mail	75 gp	55 lb.	PHB	—	—	1d4	1d4 + 1
Splint	200 gp	60 lb.	PHB	—	—	1d4	1d4 + 1
Plate	1,500 gp	65 lb.	PHB	—	—	1d4 - 1	1d4
Shield							
Buckler	8 gp	3 lb.	CAW	1d4 -1	1d4	1d4 + 1	1d4 + 2
Shield	10 gp	6 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Great shield	18 gp	30 lb.	CAW	—	—	1d4	1d4 + 1
Strapped shield	15 gp	6 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Weapons							
Simple Melee Weapons							
Dagger	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Gauntlet	1 gp	1 lb.	CAW	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Gauntlet, spiked	1 gp	1 lb.	CAW	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Handaxe	5 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Javelin	5 sp	2 lb.	PHB	1d4	1d4 - 1	1d4 + 2	1d4 + 3
Light hammer	2 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Mace	5 gp	4 lb.	PHB	—	—	1d4 + 1	1d4 + 2
Scythe	2 gp	6 lb.	CAW	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Sickle	1 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Spear	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Tonfa	5 gp	2 lb.	CAW	—	—	1d4	1d4 + 1
Simple Ranged Weapons							
Crossbow, light	25 gp	5 lb.	PHB	—	—	1d4 + 1	1d4 + 2
Dart	5 cp	1/4 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 x 3
Martial Melee Weapons							
Battleaxe	10 gp	4 lb.	PHB	—	—	1d4 + 1	1d4 + 2
Catchpole	12 gp	2 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Chain sickle	15 gp	3 lb.	CAW	—	—	1d4 - 1	1d4
Chakram	3 gp	2 lb.	CAW	—	—	1d4 - 1	1d4
Flail	10 gp	2 lb.	PHB	—	—	1d4	1d4 + 1
Glaive	20 gp	6 lb.	PHB	—	—	1d4 - 1	1d4
Greataxe	30 gp	7 lb.	PHB	—	—	1d4	1d4 + 1
Greatsword	50 gp	6 lb.	PHB	—	—	1d4	1d4 + 1
Halberd	20 gp	6 lb.	PHB	—	—	1d4	1d4 + 1
Katana	25 gp	3 lb.	CAW	—	—	1d4 - 1	1d4
Katar	4 gp	1 lb.	CAW	—	—	1d4	1d4 + 1
Kopesh	20 gp	3 lb.	CAW	—	—	1d4	1d4 + 1
Lance	10 gp	6 lb.	PHB	—	—	1d4 - 1	1d4
Longsword	15 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Maul	10 gp	10 lb.	PHB	—	—	1d4	1d4 + 1
Morningstar	15 gp	4 lb.	PHB	—	—	1d4	1d4 + 1
Pike	5 gp	18 lb.	PHB	—	—	1d4 - 1	1d4
Pike hammer	25 gp	8 lb.	CAW	—	—	1d4 - 1	1d4
Rapier	25 gp	2 lb.	PHB	—	—	1d4 - 1	1d4 + 1
Rope dart	8 gp	3 lb.	CAW	—	—	1d4 - 1	1d4
Scimitar	25 gp	3 lb.	PHB	—	—	1d4	1d4 + 1
Shortsword	10 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3

BLACKSMITH OR ARMORY (CONTINUATION)

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Switch axe	100 gp	15 lb.	CAW	—	—	1d4 - 2	1d4 - 1
Trident	5 gp	4 lb.	PHB	—	—	1d4	1d4 + 1
War pick	5 gp	2 lb.	PHB	—	—	1d4	1d4 + 1
Warhammer	15 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Whip blade	35 gp	4 lb.	CAW	—	—	1d4 - 2	1d4 - 1
<i>Martial Ranged Weapons</i>							
Blunderbuss	350 gp	7 lb.	CAW	—	—	—	1d4 - 1
Crossbow, bladed	75 gp	10 lb.	CAW	—	—	1d4 - 2	1d4 - 1
Crossbow, hand	75 gp	3 lb.	PHB	—	—	1d4 - 1	1d4 + 1
Crossbow, heavy	50 gp	18 lb.	PHB	—	—	1d4	1d4 + 2
Crossbow, repeating	75 gp	18 lb.	CAW	—	—	1d4 - 1	1d4
Crossbow, wrist	100 gp	3 lb.	CAW	—	—	1d4 - 1	1d4
Musket	500 gp	10 lb.	CAW	—	—	—	1d4 - 1
Musket, carbine	400 gp	8 lb.	CAW	—	—	—	1d4 - 1
Musket, double barreled	750 gp	12 lb.	CAW	—	—	—	1d4 - 1
Musket, hunting	750 gp	10 lb.	CAW	—	—	—	1d4 - 1
Pistol	250 gp	3 lb.	CAW	—	—	—	1d4 - 1
Pistol, pocket	250 gp	1 lb.	CAW	—	—	—	1d4 - 1
Pistol, revolver	400 gp	3 lb.	CAW	—	—	—	1d4 - 1
Throwing stars	5 sp	1/4 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
<i>Explosives</i>							
Bomb	150 gp	1 lb.	DMG	—	—	—	1d4
Gunpowder, keg	250 gp	20 lb.	DMG	—	—	—	1d4
Gunpowder, powder horn	35 gp	2 lb.	DMG	—	—	—	1d4 + 2
<i>Adventuring Gear</i>							
<i>Ammunition</i>							
Firearm Bullets (10)	3 gp	2 lb.	DMG	—	—	—	1d4 + 2
Crossbow bolts (20)	1 gp	1½ lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Crossbow bolts, blasting (5)	5 gp	1/2 lb.	CAW	—	—	1d4 - 1	1d4
Crossbow bolts, blunt (20)	1 gp	1½ lb.	CAW	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Crossbow bolts, grappling (5)	1 gp	1½ lb.	CAW	—	1d4 - 1	1d4	1d4 + 3
Barbed wire (50 ft.)	75 gp	35 lb.	CAW	—	—	1d4 + 1	1d4 + 3
Block and tackle	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 3
Case, crossbow bolt	1 gp	1 lb.	PHB	—	1d4	1d4 + 2	1d4 + 5
Chain (10 feet)	5 gp	10 lb.	PHB	—	1d4 - 1	1d4 + 2	1d4 + 5
Hammer	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Hammer, sledge	2 gp	10 lb.	PHB	—	1d4 - 1	1d4 + 2	1d4 + 3
Lock	10 gp	1 lb.	PHB	—	—	1d4 + 2	1d4 + 5
Manacles	2 gp	6 lb.	PHB	—	—	1d4 + 2	1d4 + 5
Quiver scabbard	10 gp	2 lb.	PHB	—	—	1d4	1d4 + 2
Spikes, iron (10)	1 gp	5 lb.	PHB	—	—	1d4	1d4 + 3
Whetstone	1 cp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
<i>Tools</i>							
<i>Artisan's Tools</i>							
Smith's tools	20 gp	8 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Tinker's tools	50 gp	10 lb.	PHB	—	—	1d4	1d4 + 1
<i>Crafting Materials*</i>							
Common material	Varies	Varies	CAW	1d4 - 2	1d4 - 1	1d4 + 1	1d4 + 2
Uncommon material	Varies	Varies	CAW	1d4 - 3	1d4 - 2	1d4	1d4 + 1
Rare material	Varies	Varies	CAW	—	1d4 - 3	1d4 - 1	1d4
Very rare material	Varies	Varies	CAW	—	—	1d4 - 3	1d4 - 1
Legendary material	Varies	Varies	CAW	—	—	—	1d4 - 2

*Ores only.

GENERAL STORE

Item	Cost	Weight	Source	Small	— Stock per Store Category —		
					Basic	Standard	Premium
Weapons							
Simple Melee Weapons							
Club	1 sp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Handaxe	5 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Scythe	2 gp	6 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Sickle	1 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Spear	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Simple Ranged Weapons							
Crossbow, light	25 gp	5 lb.	PHB	—	1d4 - 1	1d4 + 1	1d4 + 2
Dart	5 cp	1/4 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 x 3
Sling	1 sp	—	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Adventuring Gear							
Ammunition							
Crossbow bolts (20)	1 gp	1½ lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Sling bullets (20)	4 cp	1½ lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Abacus	2 gp	2 lb.	PHB	—	—	1d4	1d4 + 2
Barrel	2 gp	70 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Basket	4 sp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5
Bell	1 gp	—	PHB	—	1d4	1d4 + 1	1d4 + 2
Blanket	5 sp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Bottle, glass	2 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Bucket	5 cp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5
Candle	1 cp	—	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5
Chalk (1 piece)	1 cp	—	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5
Chest	5 gp	25 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Clothes, common	5 sp	3 lb.	PHB	1d4	1d4 + 1	1d4 + 5	1d4 + 7
Clothes, fine	15 gp	6 lb.	PHB	—	—	1d4	1d4 + 3
Earplugs	1 sp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Flask or tankard	2 cp	1 lb.	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 6
Hammer	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Hourglass	25 gp	1 lb.	PHB	—	—	1d4	1d4 + 2
Ink (1 ounce bottle)	10 gp	—	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Ink pen	2 cp	—	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Jug or pitcher	2 cp	4 lb.	PHB	1d4	1d4 + 2	1d4 + 3	1d4 + 5
Ladder (10-foot)	1 sp	25 lb.	PHB	—	1d4	1d4 + 2	1d4 + 3
Lamp	5 sp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Lantern, bullseye	10 gp	2 lb.	PHB	—	—	1d4	1d4 + 2
Lantern, hooded	5 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Lock	10 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Magnifying glass	100 gp	—	PHB	—	—	1d4 - 1	1d4
Mess kit	2 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Mirror, steel	5 gp	1/2 lb.	PHB	—	—	1d4	1d4 + 1
Money belt	4 gp	1 lb.	CAW	—	—	1d4 - 1	1d4
Oil (flask)	1 sp	1 lb.	PHB	—	1d4	1d4 + 2	1d4 + 5
Paper (one sheet)	2 sp	—	PHB	1d4 - 1	1d4	1d4 + 5	1d4 + 6
Parchment (one sheet)	1 sp	—	PHB	1d4 - 1	1d4	1d4 + 5	1d4 + 6
Pick, miner's	2 gp	10 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Pole (10-foot)	5 cp	7 lb.	PHB	—	1d4	1d4 + 1	1d4 + 3
Pot, iron	2 gp	10 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Pouch	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Robes	1 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Rope, hempen (50 feet)	1 gp	10 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Rope, silk (50 feet)	10 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2

GENERAL STORE (CONTINUATION)

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Sack	1 cp	1/2 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Scale, merchant's	5 gp	3 lb.	PHB	—	—	1d4	1d4 + 1
Sealing wax	5 sp	—	PHB	—	—	1d4	1d4 + 1
Shovel	2 gp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Soap	2 cp	—	PHB	—	1d4 - 1	1d4 + 1	1d4 + 3
Tools							
<i>Artisan's Tools</i>							
Brewer's supplies	20 gp	8 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Carpenter's tools	8 gp	6 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Cobbler's tools	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Cook's utensils	1 gp	8 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Glassblower's tools	30 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Mason's tools	10 gp	8 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Painter's supplies	10 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Potter's tools	10 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Weaver's tools	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Woodcarver's tools	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
<i>Gaming Set</i>							
Dice set	1 sp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
Dragonchess set	1 gp	1/2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Playing card set	5 sp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
Three-Dragon Ante set	1 gp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
<i>Musical instrument</i>							
Bagpipes	30 gp	6 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Drum	6 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Dulcimer	25 gp	10 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Flute	2 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Lute	35 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Lyre	30 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Horn	3 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Pan flute	12 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Shawm	2 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Viol	30 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Trade goods							
1 sq. yd. of cotton cloth	5 sp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Cinnamon	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Cloves	3 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Copper	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Flour	2 cp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Ginger	1 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Gold	50 gp	1 lb.	PHB	—	—	1d4	1d4 + 1
Iron	5 gp	1 lb.	PHB	—	1d4	1d4 + 1	1d4 + 3
Pepper	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Saffron	15 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Salt	5 cp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Silver	5 gp	1 lb.	PHB	—	—	1d4	1d4 + 1
Wheat	1 cp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Cooking Ingredients							
Common ingredient	Varies	Varies	CAW	1d4 - 2	1d4 - 1	1d4 + 1	1d4 + 2
Uncommon ingredient	Varies	Varies	CAW	1d4 - 3	1d4 - 2	1d4	1d4 + 1
Rare ingredient	Varies	Varies	CAW	—	1d4 - 3	1d4 - 1	1d4
Very rare ingredient	Varies	Varies	CAW	—	—	1d4 - 3	1d4 - 1
Legendary ingredient	Varies	Varies	CAW	—	—	—	1d4 - 2

HUNTING AND LEATHERWORKING SUPPLIES

Item	Cost	Weight	Source	Small	— Stock per Store Category —		
					Basic	Standard	Premium
Armor							
Light Armor							
Padded	5 gp	8 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Leather	10 gp	10 lb.	PHB	—	—	1d4	1d4 + 1
Studded leather	45 gp	13 lb.	PHB	—	1d4 -1	1d4	1d4 + 1
Medium Armor							
Hide	10 gp	12 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Weapons							
Simple Melee Weapons							
Club	1 sp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Dagger	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Greatclub	2 sp	10 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Handaxe	5 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Javelin	5 sp	2 lb.	PHB	1d4	1d4 - 1	1d4 + 2	1d4 + 3
Simple Ranged Weapons							
Bolas	1 gp	2 lb.	CAW	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Boomerang	1 gp	1 lb.	CAW	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Shortbow	25 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Sling	1 sp	—	PHB	1d4	1d4 + 2	1d4 + 3	1d4 + 4
Staff sling	5 sp	2 lb.	CAW	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Martial Melee Weapons							
Catchpole	12 gp	2 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Nine tail whip	4 gp	2 lb.	CAW	—	1d4 - 1	1d4 + 2	1d4 + 3
Shortsword	10 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Whip	2 gp	3 lb.	PHB	—	1d4 - 1	1d4 + 2	1d4 + 3
Martial Ranged Weapons							
Blowgun	10 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 4
Composite bow	75 gp	2 lb.	CAW	—	—	1d4 + 1	1d4 + 2
Longbow	50 gp	2 lb.	PHB	—	—	1d4 + 2	1d4 + 3
Net	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 4
Strongbow	75 gp	3 lb.	CAW	—	—	1d4 + 1	1d4 + 2
Adventuring Gear							
Ammunition							
Arrows (20)	1 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Arrows, blunt (20)	1 gp	1 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Arrows, grappling (5)	1 gp	1 lb.	CAW	—	1d4 - 2	1d4 - 1	1d4
Arrows, net (5)	1 gp	2 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Blowgun needles (50)	1 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Sling bullets (20)	4 cp	1½ lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Crossbow bolts, blunt (20)	1 gp	1½ lb.	CAW	—	1d4 + 1	1d4 + 3	1d4 + 5
Crossbow bolts, grappling (5)	1 gp	1½ lb.	CAW	—	1d4 - 1	1d4	1d4 + 3
Crossbow bolts, net (5)	1 gp	1½ lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 3

HUNTING AND LEATHERWORKING SUPPLIES (CONTINUATION)

Item	Cost	Weight	Source	Small	— Stock per Store Category —		
					Basic	Standard	Premium
Hunting trap	5 gp	25 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Quiver	1 gp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Quiver scabbard	10 gp	2 lb.	CAW	—	—	1d4	1d4 + 2
Tools							
<i>Artisan's Tools</i>							
Leatherworker's tools	5 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Woodcarver's tools	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Crafting Materials**							
Common material	Varies	Varies	CAW	1d4 - 2	1d4 - 1	1d4 + 1	1d4 + 2
Uncommon material	Varies	Varies	CAW	1d4 - 3	1d4 - 2	1d4	1d4 + 1
Rare material	Varies	Varies	CAW	—	1d4 - 3	1d4 - 1	1d4
Very rare material	Varies	Varies	CAW	—	—	1d4 - 3	1d4 - 1
Legendary material	Varies	Varies	CAW	—	—	—	1d4 - 2

*Only creature parts such as bones, fangs, hides and skins.

JEWELER

Item	Cost	Weight	Source	Small	— Stock per Store Category —		
					Basic	Standard	Premium
Adventuring Gear							
Signet ring	5 gp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
Tools							
Artisan's Tools							
Jeweler's tools	25 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Trade goods							
Copper	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Gold	50 gp	1 lb.	PHB	—	—	1d4	1d4 + 1
Iron	5 gp	1 lb.	PHB	—	1d4	1d4 + 1	1d4 + 3
Platinum	500 gp	1 lb.	PHB	—	—	1d4 - 1	1d4
Silver	5 gp	1 lb.	PHB	—	—	1d4	1d4 + 1
Gemstones							
10 gp gemstone	10 gp	1/10 lb.	DMG	1d4	1d4 + 1	1d4 + 3	1d4 + 4
50 gp gemstone	50 gp	1/10 lb.	DMG	1d4 - 1	1d4	1d4 + 2	1d4 + 3
100 gp gemstone	100 gp	1/10 lb.	DMG	—	1d4 - 1	1d4 + 1	1d4 + 2
500 gp gemstone	500 gp	1/10 lb.	DMG	—	—	1d4	1d4 + 1
1,000 gp gemstone	1,000 gp	1/10 lb.	DMG	—	—	1d4 - 1	1d4
5,000 gp gemstone	5,000 gp	1/10 lb.	DMG	—	—	—	1d4 - 1
Art Objects							
25 gp art object	25 gp	varies	DMG	1d4 - 1	1d4	1d4 + 2	1d4 + 3
250 gp art object	250 gp	varies	DMG	—	1d4 - 1	1d4 + 1	1d4 + 2
750 gp art object	750 gp	varies	DMG	—	—	1d4	1d4 + 1
2,500 gp art object	2,500 gp	varies	DMG	—	—	1d4 - 1	1d4
7,500 gp art object	7,500 gp	varies	DMG	—	—	—	1d4 - 1
Miscellaneous							
Spell components*	See spell	—	PHB	1d4 - 1	1d4 x 2	1d4 x 4	1d4 x 5
Crafting Materials**							
Common material	Varies	Varies	CAW	1d4 - 2	1d4 - 1	1d4 + 1	1d4 + 2
Uncommon material	Varies	Varies	CAW	1d4 - 3	1d4 - 2	1d4	1d4 + 1
Rare material	Varies	Varies	CAW	—	1d4 - 3	1d4 - 1	1d4
Very rare material	Varies	Varies	CAW	—	—	1d4 - 3	1d4 - 1
Legendary material	Varies	Varies	CAW	—	—	—	1d4 - 2

*Gems, gem dust/powder, and jewels-like components only.

**Ores, crystals, and gem-like materials only.

LIBRARY OR BOOKSTORE

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Adventuring Gear							
Books							
Book (50 pages)	4 gp	1 lb.	CAW	1d4 + 2	1d4 + 5	1d4 + 7	1d4 + 9
Book (100 pages)	8 gp	2 lb.	CAW	1d4 + 1	1d4 + 3	1d4 + 5	1d4 + 7
Book (200 pages)	17 gp	4 lb.	CAW	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Book (300 pages)	25 gp	5 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Candle	1 cp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
Case, map or scroll	1 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Dictionary, standard language	10 gp	2 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Dictionary, exotic language	20 gp	2 lb.	CAW	—	1d4 - 2	1d4 - 1	1d4 + 1
Ink (1 ounce bottle)	10 gp	—	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Ink pen	2 cp	—	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Paper (one sheet)	2 sp	—	PHB	1d4 + 2	1d4 + 5	1d4 + 7	1d4 + 9
Parchment (one sheet)	1 sp	—	PHB	1d4 + 2	1d4 + 5	1d4 + 7	1d4 + 9
Portal scroll	350 gp.	—	CAW	—	—	1d4 - 1	1d4
Spellbook	50 gp	3 lb.	PHB	—	—	1d4 - 1	1d4
Magic Items*							
Common	(1d6 + 1) x 10 gp	Varies	Varies	—	—	1d4 - 1	1d4
Uncommon	1d6 x 100 gp	Varies	Varies	—	—	1d4 - 2	1d4 - 1
Rare	2d10 x 1,000 gp	Varies	Varies	—	—	1d4 - 3	1d4 - 2
Very Rare	(1d4 + 1) x 10,000 gp	Varies	Varies	—	—	—	1d4 - 3
Book Lots							
Specific subject	1,000 gp	—	CAW	—	—	1d4	1d4 + 1
General lot	3,000 gp	—	CAW	—	—	1d4 - 1	1d4

*Only magic scrolls and books. The price is halved for a consumable item like a scroll.

BOOK LOTS

Book lots are used to fill a library room. For more information, check the chapter 3 of this guide.



MAGIC STORE

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Adventuring Gear							
Arcane Focus							
Crystal	10 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Orb	20 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Rod	10 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Staff	5 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Wand	10 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Books							
Book (50 pages)	4 gp	1 lb.	CAW	1d4 + 2	1d4 + 5	1d4 + 7	1d4 + 9
Book (100 pages)	8 gp	2 lb.	CAW	1d4 + 1	1d4 + 3	1d4 + 5	1d4 + 7
Book (200 pages)	17 gp	4 lb.	CAW	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Book (300 pages)	25 gp	5 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Bottle, glass	2 gp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 5	1d4 + 6
Case, map or scroll	1 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Component pouch	25 gp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 5	1d4 + 6
Dictionary, exotic language	20 gp	2 lb.	CAW	—	—	1d4 - 1	1d4 + 1
Druidic Focus							
Sprig of mistletoe	1 gp	—	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Totem	1 gp	—	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Wooden staff	5 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Yew wand	10 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Flask or tankard	2 cp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Ink (1 ounce bottle)	10 gp	—	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Ink pen	2 cp	—	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Paper (one sheet)	2 sp	—	PHB	1d4 - 1	1d4	1d4 + 5	1d4 + 6
Parchment (one sheet)	1 sp	—	PHB	1d4 - 1	1d4	1d4 + 5	1d4 + 6
Potion of healing	50 gp	1/2 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 4
Portal scroll	350 gp.	—	CAW	—	—	1d4 - 1	1d4
Pouch	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Robes	1 gp	4 lb.	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Spellbook	50 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 4
Vial	1 gp	—	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5
Miscellaneous							
Spell components	See spell	—	PHB	1d4 - 1	1d4 x 2	1d4 x 4	1d4 x 5
Spellcasting Services							
Identify	20 gp	—	PHB	A	A	A	A
Divination	210 gp	—	PHB	—	—	A	A
Magic Items*							
Common	(1d6 + 1) x 10 gp	Varies	Varies	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Uncommon	1d6 x 100 gp	Varies	Varies	1d4 - 2	1d4 - 1	1d4	1d4 + 1
Rare	2d10 x 1,000 gp	Varies	Varies	—	—	1d4 - 2	1d4
Very Rare	(1d4 + 1) x 10,000 gp	Varies	Varies	—	—	1d4 - 3	1d4 - 2
Legendary	2d6 x 25,000 gp	Varies	Varies	—	—	—	1d4 - 3

*The price is halved for a consumable item like a potion or a scroll.

POTIONS RARITY

Potion	Rarity	Source	Potion	Rarity	Source
Elixir of health	Rare	DMG	Potion of heroism	Rare	DMG
Oil of etherealness	Rare	DMG	Potion of invisibility	Very rare	DMG
Oil of sharpness	Very rare	DMG	Potion of invulnerability	Rare	DMG
Oil of slipperiness	Uncommon	DMG	Potion of longevity	Very rare	DMG
Philter of love	Uncommon	DMG	<i>Potion of mana</i>		
Potion of animal friendship	Uncommon	DMG	Mana	Uncommon	CAW
Potion of clairvoyance	Rare	DMG	Greater mana	Rare	CAW
Potion of climbing	Common	DMG	Superior mana	Very rare	CAW
Potion of diminution	Rare	DMG	Potion of mind reading	Rare	DMG
Potion of dragon's majesty	Legendary	FTD	Potion of poison	Uncommon	DMG
Potion of fire breath	Uncommon	DMG	<i>Potion of resistance</i>		
Potion of flying	Very rare	DMG	Acid resistance	Uncommon	DMG
Potion of gaseous form	Rare	DMG	Cold resistance	Uncommon	DMG
<i>Potion of giant strength</i>			Fire resistance	Uncommon	DMG
Hill giant	Uncommon	DMG	Force resistance	Uncommon	DMG
Frost/stone giant	Rare	DMG	Lightning resistance	Uncommon	DMG
Fire	Rare	DMG	Necrotic resistance	Uncommon	DMG
Cloud	Very rare	DMG	Poison resistance	Uncommon	DMG
Storm	Legendary	DMG	Psychic resistance	Uncommon	DMG
Potion of growth	Uncommon	DMG	Radiant resistance	Uncommon	DMG
<i>Potion of healing</i>			Thunder resistance	Uncommon	DMG
Healing	Common	DMG	Potion of speed	Very rare	DMG
Greater healing	Uncommon	DMG	Potion of vitality	Very rare	DMG
Superior healing	Rare	DMG	Potion of water breathing	Uncommon	DMG
Supreme healing	Very rare	DMG			

SPELL SCROLLS RARITY

Spell Level	Rarity
Cantrip	Common
1st	Common
2nd	Uncommon
3rd	Uncommon
4th	Rare
5th	Rare
6th	Very rare
7th	Very rare
8th	Very rare
9th	Legendary

POTION OF CLIMBING



STABLES OR ANIMAL VENDOR

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Mounts and Other Animals*							
Camel	50 gp	Varies	PHB	—	1d4 - 1	1d4	1d4 + 1
Chicken	2 cp	Varies	PHB	1d4 - 1	1d4 + 1	1d4 + 3	1d4 + 5
Cow	10 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Donkey or mule	8 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Elephant	200 gp	Varies	PHB	—	—	1d4 - 2	1d4 - 1
Goat	1 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Horse, draft	50 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Horse, riding	75 gp	Varies	PHB	—	1d4 - 1	1d4	1d4 + 1
Mastiff	25 gp	Varies	PHB	1d4 - 2	1d4 - 1	1d4	1d4 + 1
Ox	15 gp	Varies	PHB	—	1d4 - 1	1d4	1d4 + 1
Pony	30 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Pig	3 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Sheep	2 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Tiny beast, common (e.g. cat, raven)	5 cp	Varies	Varies	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Tiny beast, exotic (e.g. parrot, monkey)	5 gp	Varies	Varies	—	—	1d4 - 1	1d4
Warhorse	400 gp	Varies	PHB	—	—	1d4 - 2	1d4 - 1
Tack, Harness							
Barding	x4	x2	PHB	—	—	1d4	1d4 + 1
Bit and bridle	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Feed (per day)	5 cp	10 lb.	PHB	1d4 + 1	1d4 + 3	1d4 + 5	1d4 + 7
Saddle							
Exotic	60 gp	40 lb.	PHB	—	—	—	1d4 - 1
Military	20 gp	30 lb.	PHB	—	—	1d4	1d4 + 1
Pack	5 gp	15 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Riding	10 gp	25 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 4

*Some animals might be only available in certain regions or areas.



TAILOR OR CLOTHING SUPPLIES

Item	Cost	Weight	Source	Small	— Stock per Store Category —		
					Basic	Standard	Premium
Armor							
Light Armor							
Dueling cloak	10 gp	3 lb.	CAW	—	—	1d4	1d4 + 1
Adventuring Gear							
Clothes, common	5 sp	3 lb.	PHB	1d4	1d4 + 1	1d4 + 5	1d4 + 7
Clothes, costume	5 gp	4 lb.	PHB	—	1d4 - 1	1d4 + 5	1d4 + 7
Clothes, fine	15 gp	6 lb.	PHB	—	—	1d4	1d4 + 3
Clothes, traveler's	2 gp	4 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Robes	1 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Tools							
Artisan's Tools							
Cobbler's tools	5 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Weaver's tools	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Trade goods							
1 sq. yd. of canvas	1 sp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
1 sq. yd. of cotton cloth	5 sp	4 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
1 sq. yd. of linen	5 gp	4 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
1 sq. yd. of silk	10 gp	4 lb.	PHB	—	—	1d4	1d4 + 1
Crafting Materials*							
Common material	Varies	Varies	CAW	1d4 - 2	1d4 - 1	1d4 + 1	1d4 + 2
Uncommon material	Varies	Varies	CAW	1d4 - 3	1d4 - 2	1d4	1d4 + 1
Rare material	Varies	Varies	CAW	—	1d4 - 3	1d4 - 1	1d4
Very rare material	Varies	Varies	CAW	—	—	1d4 - 3	1d4 - 1
Legendary material	Varies	Varies	CAW	—	—	—	1d4 - 2

*Only fiber-based materials, such as linen and other textiles.



TEMPLE AND FAITH SUPPLIES

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Adventuring Gear							
Ammunition							
Arrows, holy (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Arrows, unholy (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Crossbow bolts, holy (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Crossbow bolts, unholy (5)	5 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Firearm bullet, holy (5)	3 gp	1/2 lb.	CAW	—	—	—	1d4
Firearm bullet, unholy (5)	3 gp	1/2 lb.	CAW	—	—	—	1d4
Sling bullets, holy (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Sling bullets, unholy (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Bell	1 gp	—	PHB				
Books							
Book (50 pages)	4 gp	1 lb.	CAW	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Book (100 pages)	8 gp	2 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Book (200 pages)	17 gp	4 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Book (300 pages)	25 gp	5 lb.	CAW	—	—	1d4 - 1	1d4
Candle	1 cp	—	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Chalk (1 piece)	1 cp	—	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Dictionary, exotic language*	20 gp	2 lb.	CAW	—	—	1d4 - 1	1d4 + 1
Holy Symbol							
Amulet	5 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Emblem	5 gp	—	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Reliquary	5 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Holy water (flask)	25 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Unholy water (flask)	25 gp	1 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Robes	1 gp	4 lb.	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Tools							
Artisan's Tools							
Calligrapher's tools	10 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Miscellaneous							
Spell components	See spell	—	PHB	1d4 - 1	1d4 x 2	1d4 x 4	1d4 x 5
Spellcasting Services							
Cure wounds (1st level)	10 gp	—	PHB	A	A	A	A
Lesser restoration	40 gp	—	PHB	—	A	A	A
Prayer of healing (2nd level)	10 gp	—	PHB	—	A	A	A
Remove curse	90 gp	—	PHB	—	—	A	A
Speak with dead	90 gp	—	PHB	—	—	A	A
Greater restoration	450 gp	—	PHB	—	—	A	A
Raise dead	1,250 gp	—	PHB	—	—	—	A

*Only Abyssal, Celestial or Infernal dictionaries.

THIEVING SUPPLIES OR BLACK-MARKET VENDOR

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Armor							
Light Armor							
Dueling cloak	10 gp	3 lb.	CAW	—	—	1d4 - 1	1d4
Padded	5 gp	8 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Leather	10 gp	10 lb.	PHB	—	—	1d4	1d4 + 1
Medium Armor							
Hide	10 gp	12 lb.	PHB	—	—	1d4 - 1	1d4
Weapons							
Simple Melee Weapons							
Club	1 sp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Dagger	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Gauntlet	1 gp	1 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Gauntlet, spiked	1 gp	1 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Tonfa	5 gp	2 lb.	CAW	—	—	1d4 - 1	1d4
Simple Ranged Weapons							
Shortbow	25 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Sling	1 sp	—	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Martial Melee Weapons							
Chain sickle	15 gp	3 lb.	CAW	—	—	1d4 - 2	1d4 - 1
Chakram	3 gp	2 lb.	CAW	—	—	1d4 - 1	1d4
Katar	4 gp	1 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Nine tail whip	4 gp	1 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Rope dart	8 gp	3 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Shortsword	10 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Whip	2 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Martial Ranged Weapons							
Crossbow, wrist	100 gp	3 lb.	CAW	—	—	1d4 - 2	1d4 - 1
Blowgun	10 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Net	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
throwing stars	5 sp	1/4 lb.	CAW	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Adventuring Gear							
Ammunition							
Arrows (20)	1 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Arrows, blasting (5)	5 gp	1/2 lb.	CAW	—	—	1d4 - 1	1d4 + 1
Arrows, blinding (5)	2 gp	1/2 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Arrows, grappling (5)	1 gp	1 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Arrows, net (5)	1 gp	2 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Arrows, smoke (5)	1 gp	1/2 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Blowgun needles (50)	1 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Sling bullets (20)	4 cp	1½ lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Sling bullets, blasting (5)	3 gp	1/2 lb.	CAW	—	—	1d4 - 1	1d4 + 1
Sling bullets, blinding (5)	1 gp	1/2 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Sling bullets, smoke (5)	1 gp	1/2 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Crossbow bolts (20)	1 gp	1½ lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Crossbow bolts, blasting (5)	5 gp	1/2 lb.	CAW	—	—	1d4 - 1	1d4 + 1
Crossbow bolts, blinding (5)	2 gp	1/2 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Crossbow bolts, grappling (5)	1 gp	1½ lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Crossbow bolts, net (5)	1 gp	1½ lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Crossbow bolts, smoke (5)	1 gp	1/2 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Antitoxin (vial)	50 gp	—	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Ball bearings	1 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Caltrops (bag of 20)	1 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Climber's kit	25 gp	12 lb.	PHB	—	—	1d4	1d4 + 1

THIEVING SUPPLIES OR BLACK-MARKET VENDOR (CONTINUATION)

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Clothes, common	5 sp	3 lb.	PHB	1d4	1d4 + 1	1d4 + 5	1d4 + 7
Clothes, costume	5 gp	4 lb.	PHB	—	1d4 - 1	1d4	1d4 + 3
Crowbar	2 gp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Grappling hook	2 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Manacles	2 gp	6 lb.	PHB	—	—	1d4 + 2	1d4 + 5
Poison, basic (vial)	100 gp	—	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Pouch	5 sp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Rope, hempen (50 feet)	1 gp	10 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Sack	1 cp	1/2 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Spikes, iron (10)	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 3
Vial	1 gp	—	PHB	—	1d4 - 1	1d4	1d4 + 2
Tools							
Disguise kit	25 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Forgery kit	15 gp	5 lb.	PHB	—	—	1d4	1d4 + 1
Poisoner's kit	50 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Thieves' tools	25 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Poisons							
Assassin's blood	150 gp	1/2 lb.	DMG	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Burnt othur fumes	500 gp	1/2 lb.	DMG	—	—	—	1d4
Crawler mucus	200 gp	1/2 lb.	DMG	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Drow poison	200 gp	1/2 lb.	DMG	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Essence of ether	300 gp	1/2 lb.	DMG	—	—	1d4 - 1	1d4
Malice	250 gp	1/2 lb.	DMG	—	—	1d4 - 1	1d4
Midnight tears	1,500 gp	1/2 lb.	DMG	—	—	—	1d4 - 1
Oil of taggit	400 gp	1/2 lb.	DMG	—	—	1d4 - 1	1d4
Pale tincture	250 gp	1/2 lb.	DMG	—	—	1d4 - 1	1d4
Purple worm poison	2,000 gp	1/2 lb.	DMG	—	—	—	1d4 - 1
Serpent venom	200 gp	1/2 lb.	DMG	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Torpor	600 gp	1/2 lb.	DMG	—	—	—	1d4
Truth serum	150 gp	1/2 lb.	DMG	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Wyvern poison	1,200 gp	1/2 lb.	DMG	—	—	—	1d4 - 1
Alchemical Reagents**							
Common reagent	Varies	Varies	CAW	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Uncommon reagent	Varies	Varies	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Rare reagent	Varies	Varies	CAW	—	1d4 - 1	1d4	1d4 + 1
Very rare reagent	Varies	Varies	CAW	—	—	1d4 - 1	1d4

*Only reagents used to craft poisons and bombs.

VEHICLES, TRANSPORTATION AND OTHER SERVICES

Item	Cost	Weight	Source	— Stock per Store Category —			
				Small	Basic	Standard	Premium
Mounts and Other Animals*							
Camel	50 gp	Varies	PHB	—	1d4 - 1	1d4	1d4 + 1
Donkey or mule	8 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Elephant	200 gp	Varies	PHB	—	—	—	1d4 - 2
Horse, draft	50 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Horse, riding	75 gp	Varies	PHB	—	1d4 - 1	1d4	1d4 + 1
Ox	15 gp	Varies	PHB	—	1d4 - 1	1d4	1d4 + 1
Pony	30 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Warhorse	400 gp	Varies	PHB	—	—	1d4 - 2	1d4 - 1
Tack, Harness							
Barding	x4	x2	PHB	—	—	1d4	1d4 + 1
Bit and bridle	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Feed (per day)	5 cp	10 lb.	PHB	1d4 + 1	1d4 + 3	1d4 + 5	1d4 + 7
Saddle							
Exotic	60 gp	40 lb.	PHB	—	—	—	1d4 - 1
Military	20 gp	30 lb.	PHB	—	—	1d4	1d4 + 1
Pack	5 gp	15 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Riding	10 gp	25 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 4
Drawn Vehicles							
Carriage	100 gp	600 lb.	PHB	—	—	1d4	1d4 + 1
Cart	15 gp	200 lb.	PHB	—	1d4 - 1	1d4 + 1	1d4 + 2
Chariot	250 gp	100 lb.	PHB	—	—	1d4 - 1	1d4 + 1
Saddle							
Exotic	60 gp	40 lb.	PHB	—	—	—	1d4 - 1
Military	20 gp	30 lb.	PHB	—	—	1d4	1d4 + 1
Pack	5 gp	15 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Riding	10 gp	25 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 4
Sled	20 gp	300 lb.	PHB	—	1d4 - 2	1d4 - 1	1d4 + 1
Wagon	35 gp	400 lb.	PHB	—	1d4 - 1	1d4 + 1	1d4 + 3
Airborne and Waterborne Vehicles							
Airship	20,000 gp	—	DMG	—	—	—	1d4 - 3
Galley	30,000 gp	—	DMG	—	—	1d4 - 2	1d4 - 1
Keelboat	3,000 gp	—	DMG	—	1d4 - 2	1d4 - 1	1d4
Longship	10,000 gp	—	DMG	—	—	1d4 - 2	1d4 - 1
Rowboat	50 gp	—	DMG	—	1d4 - 2	1d4 - 1	1d4
Sailing ship	10,000 gp	—	DMG	—	—	1d4 - 2	1d4 - 1
Warship	25,000 gp	—	DMG	—	—	—	1d4 - 2
Services**							
Coach cab							
Between towns	3 cp per mile	—	PHB	A	A	A	A
Within a city	1 cp	—	PHB	—	—	A	A
Messenger	2 cp per mile	—	PHB	—	A	A	A
Ship's passage	1 sp per mile	—	PHB	—	A	A	A

*Some animals might be only available in certain regions or areas.

**The "A" under the Stock per Store Category determines which services are available in each store.

APPENDIX B: PARTS BY CREATURE

IN THE FOLLOWING SECTION YOU WILL FIND SOME example materials a character can get from creatures you can find in the *Monster Manual*. This list doesn't include weapons, armor, or any kind of gear the creature is wearing. Instead, the list can help players and the Dungeon Master to determine what they can harvest from each creature. Remember that every creature has 1 unit of the creature type essence that can be extracted using a *essence extraction device*.

The list also includes an estimated total amount of each part a character can harvest. This list doesn't consider bones, meat, blood, or common organs. Some creatures have particular organs listed because they grant benefits or features to the creature, such as the essential organ that gives a dragon its breath weapon.

AARAKOCKRA

- 1 unit of aarakockra feathers

ABOLETH

- 1 unit of aboleth brain
- 4 units of aboleth hide
- 1 unit of aboleth mucous
- 1 unit of aboleth tail
- 1d4 units of aboleth teeth
- 3 units of aboleth tentacles

ANGEL, DEVA

- 1 unit of deva feathers

ANGEL, PLANETAR

- 4 units of planetar feathers

ANGEL, SOLAR

- 4 units of solar feathers

ANKHEG

- 1 unit of ankheg acid
- 4 units of ankheg carapace
- 2 units of ankheg claws
- 1 unit of ankheg mandibles

AZER

- 1 unit of azer heart

BANSHEE

- 1 unit of banshee ectoplasm
- 1 unit of banshee dust

BASILISK

- 2 units of basilisk eyes
- 2 units of basilisk hide
- 1d4 units of basilisk teeth

BEHIR

- 4d4 units of behir claws
- 1 unit of behir essential organ
- 9 units of behir hide

BEHOLDER

- 1 unit of central beholder eye
- 2 units of small beholder eyes

BEHOLDER, DEATH TYRANT

- 3 units of death tyrant ectoplasm

BEHOLDER, SPECTATOR

- 1 unit of central spectator eye
- 1 unit of small spectator eyes

BLIGHT, NEEDLE BLIGHT

- 1 unit of needle blight roots

BLIGHT, TWIG BLIGHT

- 1 unit of twig blight roots

BLIGHT, VINE BLIGHT

- 1 unit of vine blight roots

BULETTE

- 2 units of bulette claws
- 2 units of bulette scales

CAMBION

- 1 unit of cambion wings
- 1 unit of fiend heart

CARRION CRAWLER

- 2 units of carrion crawler tentacles
- 1 unit of carrion crawler mucus

CHIMERA

- 2 units of chimera claws
- 1 unit of young red dragon essential organ
- 1 unit of young red dragon scales
- 4 units of young red dragon wings

CHUUL

- 2 units of chuul carapace
- 1 unit of chuul tentacles
- 2 units of chuul pincers

CLOAKER

- 1 unit of cloaker eyes
- 2 units of cloaker hide

COCKATRICE

- 1 unit of cockatrice hide

COUATL

- 1 unit of couatl feathers
- 1 unit of couatl hide
- 1 unit of couatl venom sac

CYCLOPS

- 1 unit of cyclops eye
- 2d4 units of cyclops toes

DARKMANTLE

- 1 unit of darkmantle hide
- 1 unit of darkmantle tentacles

DEATH KNIGHT

- 1 unit of death knight heart

DEMILICH

- 1/4 units of demilich ectoplasm

DEMON, BARLGURA

- 2 units of bargura hide

DEMON, CHASME

- 2 units of chasme carapace
- 2 units of chasme wings

DEMON, DRETCH

- 1 unit of dretch fetid cloud sac

DEMON, GLABREZU

- 2 units of glabrezu carapace
- 2 units of glabrezu claws

DEMON, GORISTRO

- 6 units of goristro hide
- 2 units of goristro horns

DEMON, HEZROU

- 2 units of hezrou claws
- 1 unit of hezrou essential organ (stench)

DEMON, MARILITH

- 2 units of marilith snake tail

DEMON, NALFESHNEE

- 2 units of nalfeshnee tusks
- 2 units of nalfeshnee wings

DEMON, SHADOW DEMON

- 1 unit of shadow demon dust

DEMON, VROCK

- 4 units of vrock hide
- 1 unit of vrock spores
- 2 units of vrock wings

DEMON, YOCHLOL

- 1 unit of yochlol eye
- 1 unit of yochlol slime

DEVIL, BARBED DEVIL

- 1 unit of barbed devil hide

DEVIL, BEARDED DEVIL

- 1 unit of bearded devil beard

DEVIL, BONE DEVIL

- 1 unit of bone devil poison

DEVIL, ERINYES

- 2 units of erinyes feathers

DEVIL, HORNED DEVIL

- 2 units of horned devil horns
- 2 units of horned devil wings

DEVIL, ICE DEVIL

- 4 units of ice devil carapace
- 1 unit of ice devil mandibles

DEVIL, IMP

- 1/4 units of imp wings

DEVIL, PIT FIEND

- 4 units of pit fiend hide
- 2 units of pit fiend horns
- 2 units of pit fiend wings

DEVIL, SPINED DEVIL

- 1 unit of spined devil hide
- 2 units of spined devil wings

DINOSAUR, ALLOSAURUS

- 2 units of allosaurus claws
- 4 units of allosaurus hide

DINOSAUR, ANKYLOSAURUS

- 6 units of ankylosaurus hide

DINOSAUR, PLESIOSAURUS

- 4 units of plesiosaurus hide

DINOSAUR, TRICERATOPS

- 6 units of triceratops hide
- 3 units of triceratops horns

DINOSAUR, PTERANODON

- 2 units of pteranodon wings

DINOSAUR, TYRANNOSAURUS REX

- 6 units of tyrannosaurus rex hide
- 4d4 units of tyrannosaurus rex teeth

DISPLACER BEAST

- 4 unit of displacer beast hide
- 2 units of displacer beast tentacles

DOPPELGANGER

- 1 unit of doppelganger brain
- 2 units of doppelganger flesh

DRACOLICH, ADULT

An adult dracolich has the same materials as the base dragon with the following parts and modifications

- It only has 1d6 units of adult dragon scales

DRACOLICH, ANCIENT

An ancient dracolich has the same materials as the base dragon with the following parts and modifications

- It only has 1d8 units of ancient dragon scales

DRAGON, SHADOW

A shadow dragon has the same materials as the base dragon, plus the following parts and modifications

- 1 unit of shadow dragon dust
- The dragon essential organ is replaced by a shadow dragon essential organ
- The dragon scales are renamed as shadow dragon scales (do the same for claws, horns, teeth, wings, and so on)

DRAGON, ANCIENT

- 4d4 units of ancient dragon claws
- 1 unit of ancient dragon essential organ
- 2 units of ancient dragon horns
- 8 units of ancient dragon scales
- 4d4 units of ancient dragon teeth
- 8 units of ancient dragon wings

DRAGON, ADULT

- 4d4 units of adult dragon claws
- 1 unit of adult dragon essential organ
- 2 units of adult dragon horns
- 6 units of adult dragon scales
- 4d4 units of adult dragon teeth
- 6 units of adult dragon wings

DRAGON, YOUNG

- 1d4 units of young dragon claws
- 1 unit of young dragon essential organ
- 2 units of young dragon horns
- 4 units of young dragon scales
- 2d4 units of young dragon teeth
- 4 units of young dragon wings

DRAGON, WYRMING

- 2 units of dragon wyrmling claws
- 1 unit of dragon wyrmling essential organ
- 2 units of dragon wyrmling horns
- 2 units of dragon wyrmling scales
- 1d4 units of dragon wyrmling teeth
- 2 units of dragon wyrmling wings

DRAGONS

All dragons share the same base parts a character can harvest, and the only way to differentiate them is by the dragon kin. Feel free to add special or unique parts to each dragon type.

DRAGON TURTLE

- 6d6 units of dragon turtle claws
- 12 units of dragon turtle hide
- 12 units of dragon turtle shell fragments

DRIDER

- 1d8 drider legs
- 1 unit of drider web sac

DRYAD

- 1 unit of dryad heart

AIR ELEMENTAL

- 1 unit of elemental dust

EARTH ELEMENTAL

- 1 unit of elemental rock shards

FIRE ELEMENTAL

- 1 unit of elemental molten core

WATER ELEMENTAL

- 1 unit of elemental water

EMPYREAN

- 1 unit of empyrean heart

ETTERCAP

- 1 unit of ettercap claws
- 1 unit of ettercap poison
- 1 unit of ettercap silk gland

ETTIN

- 2 units of ettin tusk
- 2d4 units of ettin toes

FAERIE DRAGON

- 1/4 units of faerie dragon essential organ
- 1/4 unit of faerie dragon scales

FAERIE DRAGONS

All faerie dragons share the same parts a character can harvest, and the only way to differentiate them is by the faerie dragon's scales color, which are divided in two groups: the younger ones (red, orange, and yellow), and the old ones (green, blue, indigo, and violet). Feel free to add special or unique parts to each faerie dragon type.

FLUMPH

- 1 unit of flumph foul-smelling liquid
- 1 unit of flumph tendrils

FOMORIAN

- 1 unit of fomorian evil eye
- 2d4 units of fomorian fingers

FUNGI, GAS SPORE

- 2 units of gas spore poisonous gas

FUNGI, VIOLET FUNGUS

- 1 unit of violet fungus stalks

GALEB DUHR

- 1 unit of galeb duhr rocky skin

GARGOYLE

- 1 unit of gargoyle rocky skin

GHOST

- 1 unit of ghost ectoplasm

GHAST

- 1 unit of ghastr claws
- 1 unit of ghastr stench

GHOUL

- 1 unit of ghoul claws

GIANT

- 1 unit of giant heart
- 2d4 units of giant toes

GIANTS

All giants share the same base parts a character can harvest, and the only way to differentiate them is by the giant race. Feel free to add special or unique parts to each giant race.

GIBBERING MOUTHER

- 1 unit of gibbering mouter eyes
- 1 unit of gibbering mouter spittle gland

GORGON

- 2 units of gorgon hide
- 2 units of gorgon horns
- 1 unit of gorgon petrifying gas sac

GRELL

- 1 unit of grell beak
- 1d4 units of grell tentacles

GRICK

- 1 unit of grick beak
- 1 unit of grick hide
- 1d4 units of grick tentacles

GRICK ALPHA

- 1 unit of grick alpha beak
- 2 units of grick alpha hide
- 1d4 units of grick alpha tentacles

GRIFFON

- 2 units of griffon claws
- 2 units of griffon feathers

HAG

- 1 unit of hag claws
- 1 unit of hag heart

HAGS

All hags share the same base parts a character can harvest, and the only way to differentiate them is by the hag type. Feel free to add special or unique parts to each hag type.

HARPY

- 1 unit of harpy feathers

HELL HOUND

- 1 unit of hell hound essential organ
- 1 unit of hell hound hide
- 1 unit of hell hound teeth

HIPPOGRIFF

- 2 units of hippogriff claws
- 2 units of hippogriff feathers

HOOK HORROR

- 2 units of hook horror carapace
- 2 units of hook horror hooks

HYDRA

- 9 units of hydra scales
- 4d4 units of hydra teeth

INTELLECT DEVOURER

- 1 unit of intellect devourer brain matter
- 1 unit of intellect devourer claws

KENKU

- 1 unit of kenku feathers

KRAKEN

- 15 units of kraken hide
- 4 units of kraken ink sac
- 15 units of kraken scales
- 6d4 units of kraken teeth
- 2d4 units of kraken tentacles

LAMIA

- 2 units of lamia claws
- 1 unit of lamia heart

LICH

- 1 unit of lich ectoplasm

MAGMIN

- 1 unit of magmin molten skin

MANTICORE

- 1 unit of manticore tail spike
- 2 units of manticore teeth
- 2 units of manticore wings

MEDUSA

- 1 unit of medusa head

MEPHIT

- 1 unit of mephit core

MEPHITS

All mephits share the same base parts a character can harvest, and the only way to differentiate them is by their type. Feel free to add special or unique parts to each mephit.

MERFOLK

- 1 unit of merfolk hide

MERROW

- 2 units of merrow hide

MIND FLAYER

- 1 unit of mind flayer brain
- 1 unit of mind flayer tentacles

MINOTAUR

- 2 units of minotaur horns

MUMMY

- 1 unit of mummy heart
- 2 units of mummy wrappings

MUMMY LORD

- 2 units of mummy lord dust
- 2 units of mummy lord wrappings

MYCONID SPROUT

- 1 unit of myconid sprout spores

MYCONID ADULT

- 1 unit of myconid adult spores

MYCONID SOVEREIGN

- 2 units of myconid sovereign spores

NAGA, BONE

- 2d4 units of bone naga fangs

NAGA, GUARDIAN

- 2d4 units of guardian naga fangs
- 2 units of guardian naga scales
- 1 unit of guardian naga poison gland

NAGA, SPIRIT

- 2d4 units of spirit naga fangs
- 2 units of spirit naga scales

NIGHTMARE

- 1 unit of nightmare hooves

NOTHIC

- 1 unit of nothic claws
- 1 unit of nothic eye

OGRE

- 2d4 units of ogre toes

HALF-OGRE

- 1d4 units of half ogre toes

ONI

- 1 unit of oni claws
- 1 unit of oni ivory horns
- 2d4 units of oni toes

OOZE, BLACK PUDDING

- 2 units of black pudding goo

OOZE, GELATINOUS CUBE

- 2 units of gelatinous cube gel

OOZE, GRAY

- 1 unit of gray ooze slime

OOZE, OCHRE JELLY

- 2 units of ochre jelly slime

OTYUGH

- 2 units of otyugh teeth
- 2 units of otyugh tentacles

OWLBEAR

- 1 unit of owlbear claws
- 2 units of owlbear feathers
- 1 unit of owlbear hide

PEGASUS

- 2 units of pegasus feathers
- 1 unit of pegasus hooves

PERYTON

- 1 unit of peryton antlers
- 1 unit of peryton feathers
- 1 unit of peryton talons

PIERCER

- 1 unit of piercer hide

PIXIE

- 1/4 units of pixie dust

PSEUDODRAGON

- 1/4 units of pseudodragon scales
- 1/4 units of pseudodragon venom

PURPLE WORM

- 8 units of purple worm hide
- 4d4 units of purple worm teeth
- 2d4 units of purple worm venom

QUAGGOTH

- 1 unit of quaggoth claws
- 1 unit of quaggoth hide

REMORHAZ, YOUNG

- 2 units of young remorhaz carapace
- 1 unit of young remorhaz heat organ
- 2d4 units of young remorhaz legs

REMORHAZ

- 4 units of remorhaz carapace
- 1 unit of remorhaz heat organ
- 3d4 units of remorhaz legs

ROC

- 8 units of roc feathers
- 2d4 units of roc talons

ROPER

- 2 units of roper hide
- 1d6 units of roper tendrils
- 1d4 units of roper teeth

RUST MONSTER

- 1 unit of rust monster antennae
- 1 unit of rust monster carapace

SALAMANDER, FIRE SNAKE

- 1 unit of fire snake scales

SALAMANDER

- 2 units of salamander scales

SHADOW

- 1 unit of shadow ectoplasm
- 1 unit of shadow dust

SHAMBLING MOUND

- 1 unit of shambling mound root-stem
- 2 units of shambling mound vines

SLAAD, RED

- 1 unit of red slaad claws
- 1 unit of red slaad control gem
- 1d4 units of slaad eggs
- 1 unit of red slaad hide

SLAAD, BLUE

- 1 unit of blue slaad claws
- 1 unit of blue slaad control gem
- 2 units of blue slaad hide

SLAAD, GREEN

- 1 unit of green slaad claws
- 1 unit of green slaad control gem
- 2 units of green slaad hide

SLAAD, GRAY

- 1 unit of gray slaad claws
- 1 unit of gray slaad control gem
- 1 unit of gray slaad hide

SLAAD, DEATH

- 1 unit of death slaad claws
- 1 unit of death slaad control gem
- 1 unit of death slaad hide

SLAAD CONTROL GEM

A slaad only have a control gem if it was born from the Spawning Stone in Limbo or equivalent location.

SPECTER

- 1 unit of specter ectoplasm
- 1 unit of specter dust

SPHINX, ANDROSPHINX

- 2 units of androsphinx feathers
- 2 units of androsphinx hide

SPHINX, GYNOSPHINX

- 2 units of gynosphinx feathers
- 2 units of gynosphinx hide

SPRITE

- 1/4 units of sprite dust

SUCCUBUS & INCUBUS

- 1 unit of succubus/incubus claws
- 1 unit of succubus/incubus wings

TARRASQUE

- 15 units of tarrasque carapace
- 15 units of tarrasque hide
- 6d4 units of tarrasque teeth
- 6d4 units of tarrasque horns

THRI-KREEN

- 1 unit of thri-kreen carapace
- 1 unit of thri-kreen venom

TREANT

- 6 units of treant bark
- 4d4 units of treant branches
- 4d4 units of treant roots

UMBER HULK

- 3 units of umber hulk carapace
- 2 units of umber hulk mandibles

UNICORN

- 1 unit of unicorn hooves
- 1 unit of unicorn horn

VAMPIRE

- 1 unit of vampire dust
- 1 unit of vampire fangs
- 1 unit of vampire heart

VAMPIRE SPAWN

- 1 unit of vampire spawn dust
- 1 unit of vampire spawn fangs
- 1 unit of vampire spawn heart

WILL-O'-WHISP

- 1/4 unit of will-o'-whisp dust
- 1/4 unit of will-o'-whisp ectoplasm

WRAITH

- 1 unit of wraith dust
- 1 unit of wraith ectoplasm

WYVERN

- 2 units of wyvern scales
- 1 unit of wyvern stinger
- 1 unit of wyvern teeth
- 2 units of wyvern venom
- 2 units of wyvern wings

XORN

- 1 unit of xorn rocky hide
- 1d4 units of xorn teeth

YETI

- 2 units of yeti hide
- 2 units of yeti horns
- 2 units of yeti eyes

YETI, ABOMINABLE

- 3 units of yeti hide
- 2 units of yeti horns
- 2 units of yeti eyes

YUAN-TI ABOMINATION

- 2 units of yuan-ti abomination scales
- 1 unit of yuan-ti abomination fangs
- 1 unit of yuan-ti abomination venom

YUAN-TI MALISON

- 1 unit of yuan-ti malison scales
- 1 unit of yuan-ti malison venom

MISCELLANEOUS CREATURES

APE

- 1 unit of ape hide

AWAKENED SHRUB

- 1/2 unit of awakened shrub twigs

AWAKENED TREE

- 3 units of wood

AXE BEAK

- 2 units of axe beak feathers

BABOON

- 1/2 unit of baboon hide

BADGER

- 1/4 units of badger pelt

BAT

- 1/4 units of bat wings

BLACK BEAR

- 1 unit of black bear hide

BLINK DOG

- 1 unit of blink dog hide

BLOOD HAWK

- 1/2 units of blood hawk feathers

BOAR

- 1 unit of boar hide
- 1 unit of boar tusks

BROWN BEAR

- 2 units of brown bear hide

CAMEL

- 2 units of camel hide

CAT

- 1/4 unit of cat pelt

CONSTRUCTOR SNAKE

- 2 units of constrictor snake skin

CRAB

- 1/4 unit of crab carapace

CROCODILE

- 2 units of crocodile hide
- 2 units of crocodile teeth

DEATH DOG

- 1 unit of death dog pelt

DEER

- 1 unit of deer hide

DIRE WOLF

- 2 units of dire wolf pelt

DRAFT HORSE

- 1 unit of draft horse hooves

EAGLE

- 1/2 units of eagle feathers

ELEPHANT

- 6 units of elephant hide
- 2 units of elephant tusks

ELK

- 1 unit of elk antlers
- 2 units of elk hide

FLYING SNAKE

- 1/4 units of flying snake feathers
- 1/4 units of flying snake hide

GIANT APE

- 3 units of giant ape hide

GIANT BADGER

- 1 unit of giant badger hide

GIANT BAT

- 2 units of giant bat hide
- 2 units of giant bat wings

GIANT BOAR

- 2 units of giant boar hide
- 2 units of giant boar tusks

GIANT CENTIPEDE

- 1/2 units of giant centipede poison

GIANT CONSTRICTOR SNAKE

- 4 units of giant constrictor snake skin

GIANT CRAB

- 1 unit of giant crab carapace

GIANT CROCODILE

- 4 units of giant crocodile hide
- 3 units of giant crocodile teeth

GIANT EAGLE

- 2 units of giant eagle feathers

GIANT ELK

- 1 unit of giant elk antlers
- 4 units of giant elk hide

GIANT FIRE BEETLE

- 1 unit of giant fire beetle carapace
- 1 unit of giant fire beetle glowing glands

GIANT FROG

- 1 unit of giant frog skin
- 1 unit of giant frog tongue

GIANT GOAT

- 2 units of giant goat pelt
- 1 unit of giant goat horns

GIANT HYENA

- 2 units of giant hyena pelt

GIANT LIZARD

- 2 units of giant lizard scales

GIANT OCTOPUS

- 3 units of giant octopus tentacles
- 1 unit of giant octopus ink sac

GIANT OWL

- 2 units of giant owl feathers

GIANT POISONOUS SNAKE

- 1 unit of giant poisonous snake skin
- 1 unit of giant poisonous snake poison

GIANT RAT

- 1/2 units of giant rat hide

GIANT SCORPION

- 2 units of giant scorpion carapace
- 2 units of giant scorpion claws
- 1 unit of giant scorpion sting
- 1 unit of giant scorpion venom sac

GIANT SEA HORSE

- 2 units of giant sea horse hide

GIANT SHARK

- 4 units of giant shark skin

GIANT SPIDER

- 1 unit of giant spider venom
- 1 unit of giant spider web sac

GIANT TOAD

- 1 unit of giant toad tongue
- 2 units of giant toad skin

GIANT VULTURE

- 2 units of giant vulture feathers

GIANT WASP

- 1 unit of giant wasp stinger

GIANT WEASEL

- 1 unit of giant weasel hide

GIANT WOLF SPIDER

- 1 unit of giant wolf spider venom
- 1 unit of giant wolf spider web sac

GOAT

- 1 unit of goat pelt

HAWK

- 1/4 units of hawk feathers

HUNTER SHARK

- 2 units of hunter shark skin

HYENA

- 1 unit of hyena pelt

JACKAL

- 1 unit of jackal pelt

KILLER WHALE

- 4 units of killer whale skin

LION

- 2 units of lion hide

LIZARD

- 1/4 units of lizard scales

MAMMOTH

- 4 units of mammoth hide
- 2 units of mammoth tusks

MASTIFF

- 1 unit of mastiff hide

MULE

- 1 unit of mule hide

OCTOPUS

- 1 unit of octopus tentacles
- 1/2 unit of octopus ink sac

OWL

- 1/4 units of owl feathers

PANTHER

- 1 unit of panther hide

PHASE SPIDER

- 1 unit of phase spider venom
- 1 unit of phase spider web sac

POISONOUS SNAKE

- 1/4 units of poisonous snake skin
- 1/4 unit of poisonous snake poison

POLAR BEAR

- 2 units of polar bear hide

PONY

- 1 unit of pony hooves

RAT

- 1/4 units of rat pelt

RAVEN

- 1/4 units of raven feathers

REEF SHARK

- 1 unit of reef shark skin

RHINOCEROS

- 2 units of rhinoceros hide
- 2 units of rhinoceros horns

RIDING HORSE

- 1 unit of riding horse hooves

SABER-TOOTHED TIGER

- 2 units of saber-toothed tiger hide
- 1 unit of saber-toothed tiger fangs

SCORPION

- 1/4 units of scorpion venom

SPIDER

- 1/4 units of spider venom

TIGER

- 2 units of tiger hide

VULTURE

- 1 unit of vulture feathers

WARHORSE

- 1 unit of warhorse hooves

WEASEL

- 1/4 units of weasel pelt

WINTER WOLF

- 2 units of winter wolf hide

WOLF

- 1 unit of wolf hide

WORG

- 2 units of worg hide